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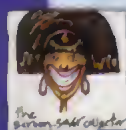


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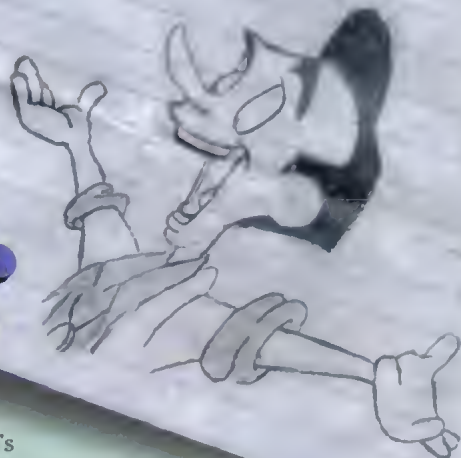
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Letters to the Editor



More Al Lowe To Go!

I realize that you are probably getting 100 questions a day about *Leisure Suit Larry*, but I have a very important question. I've played *LSL 1: In the Land of the Lounge Lizards* and *LSL 6: Shape Up or Slip Out* and I've played *Freddy Pharkas* (another game designed by Al Lowe). *Freddy Pharkas* is not an off-color game by any means. Here's my question: Who or what made Al decide to make a clean game vs. a game like *Leisure Suit Larry*?

Nathan Say
Overland Park, KS
nathan36@juno.com

Nathan:

Al Lowe likes to "flex his creative muscle" once in a while. *Larry* is one of his favorite creations, but he also regularly works on other Sierra games, as well. In addition to *Larry* and *Freddy*, Al Lowe also recently developed the family-oriented *Torin's Passage*, which was just named one of PC Magazine's top 100 games of the year. Al has also lent his creative talents to past *King's Quest* and *Police Quest* games over the years.

Want Mystery House? Mystery Solved!

Dear *InterAction*,
On page 77 of the Summer 1996 issue of *InterAction*, you showed a list of all the games Roberta Williams has ever created. Some of these, like *Mystery House*, I didn't even know existed. So I was won-

dering—does Sierra have a few copies for sale left hidden in your attic?

Rafael Mittlefehldt
Houston, TX

Rafael:

For years, *Mystery House*, and most of Roberta's games, were unavailable for various reasons. That's why we're especially happy to announce that there is now a comprehensive collection of 14 of Roberta's most noteworthy masterpieces available on one CD—The Roberta Williams' Anthology. It includes not just *Mystery House*, but also early hits like *Time Zone*, *Wizard & the Princess*, *The Laura Bow Mysteries* and all of the *King's Quest* games. Check out page 22 for all the details about this fun and exciting tribute to the pioneer who defined the genre of interactive adventure games.

Likes Lighthouse

I just finished playing *Lighthouse* this afternoon and had that rare and elusive feeling of just having seen the best movie of my life, or finishing the best book I've ever read. You know the feeling—you just want to jump up and tell the world how great the "product" is! I've probably played 70-80 PC games (mostly adventure), and I can honestly say that *Lighthouse* is the most magnificent PC game I have ever played!

Your team is to be congratulated on putting together a real "gamers" game.

It's

obvious that it was a labor of love for you! Unlike most adventure games, I felt like I was really "there"—totally immersed. The game was difficult, but the payoffs were there. The blend of art, music, plot, programming style, and good old gameplay was wonderful....and rare. Bottom line—you guys have created a masterpiece! Congratulations! I sincerely hope a sequel is down the road.

Bob Freese
Indianapolis, IN
bobfrees@iquest.net

We're thinking about *Lighthouse II*—stay tuned... —Editors

Is This a Compliment Too?

I just received the Summer issue of *InterAction* and I saw the editorial for *Phantasmagoria 2*. I think it's the slickest thing in the world! When I showed it to my sister, I thought she was gonna spew! I would like to say you guys are doing a great job. Keep it up!

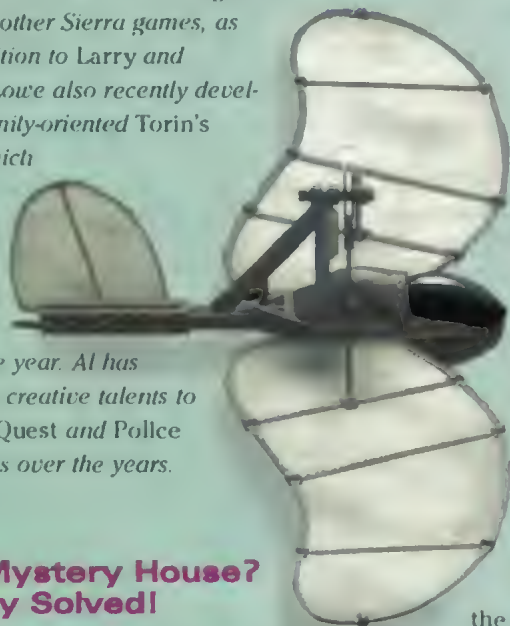
Chaim Glicken
Long Beach, CA

Uh, THANKS—we think. —Editors

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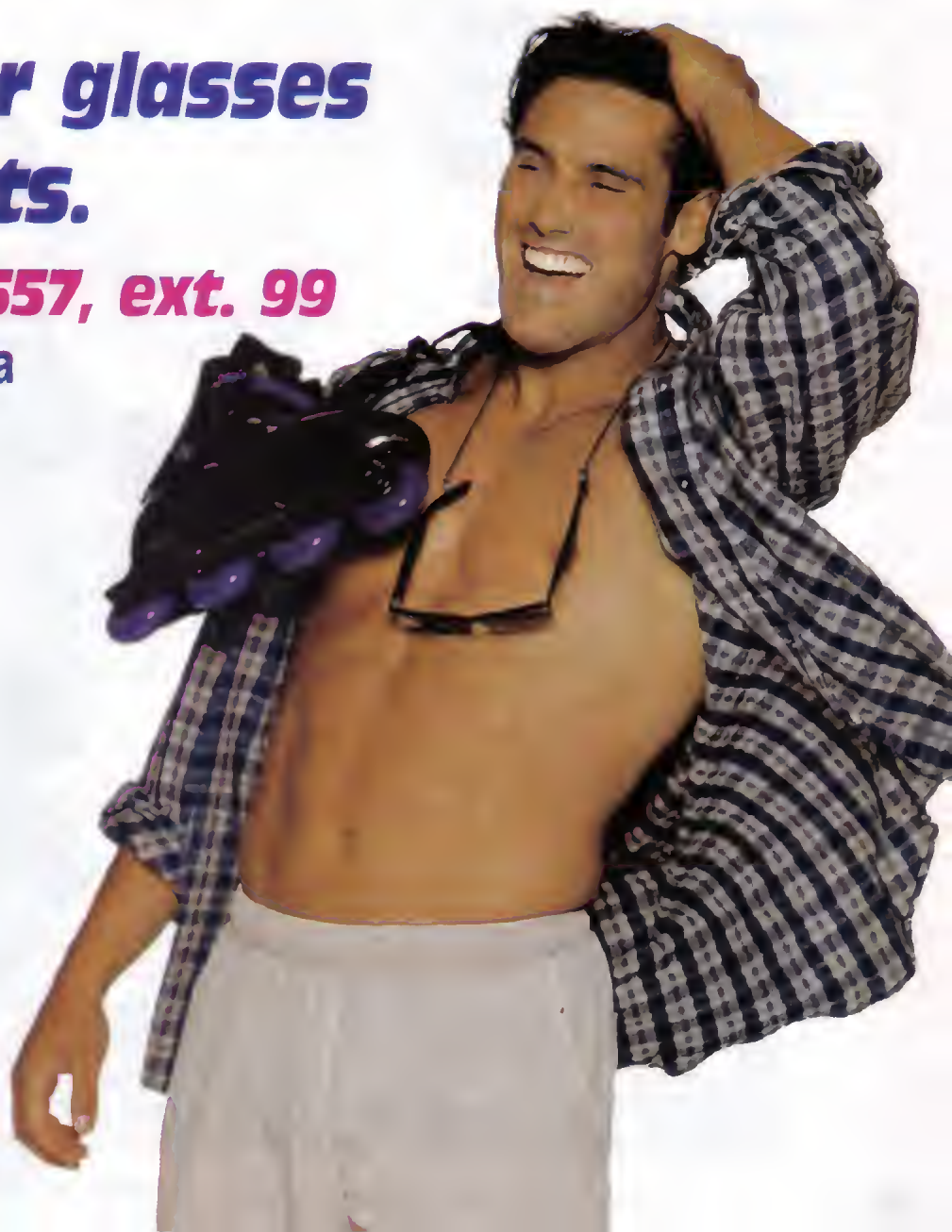
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The Future is in

3-D

A major revolution is sweeping the computer games industry: 3D. The future of computer games is 3D, and soon any game or any computer that doesn't support 3D, will be technologically obsolete.

3D is not a fad. It already dominates the videogame and quarter arcade industries. Essentially all of the quarter arcade games now being released are 3D. *Super Mario 64*, an Ultra-64 3D game, is the hottest game around. There is a simple reason why this shift is occurring: 3D games are a lot of fun. They are more fun than 2D because they are more interactive, and more immersive.

Until recently, very few 3D games have been developed for PCs, mostly because they are almost impossible to program. The special 3D hardware that allows quarter arcade machines and the Ultra 64 to produce 3D games wasn't available on your PC unless you spent thousands of dollars for an expensive

graphics card. Though some enterprising PC programmers created 3D games for the PC anyway (our own Dynamix and Papyrus programmers are some of the very best), these were rare individuals and they could only produce a limited number of games each year.

Without added hardware, 3D on a PC is far from perfect. 3D games require a high frame rate. Frame rate per second, or "fps," refers to the number of times per second your PC redraws the game screen. The better your PC's fps, the better your game will look and play. Most video arcade games have a frame rate of 30 to 60 fps, whereas PC games tend towards 10 fps or less. My very fast Pentium 166, for example, performed at a rate of 10 fps when running *Quake* at 640x480 and 19 fps if I lower my screen resolution to 320x200. *Quake* is much more playable at 19 fps, but the

graphics are chunky. A high frame rate is absolutely critical to how a game plays. Above a certain threshold (around 18 fps) your eye can't see the difference, but the quality of the gaming experience starts rising exponentially. The joystick feels more responsive, and you find you have much better control of the game.

I used *Quake* as an example because it is one of a very few programs that easily allows you to gauge your fps.

To test *Quake*'s fps at various resolutions, press the "-" key and



Ken Williams is the founder and CEO of Sierra. This software industry pioneer has been dealing with hardware add-ons since the origin of the PC. This issue, Ken will focus on the hottest new technology of 1997—3D Accelerators.

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enter "timerefresh". Although *Quake* is an excellent example of current 3D PC technology, the frame rates still aren't what you'll find in the arcades or from a newer video game system. Even the fastest PCs still only run arcade-style games with either mediocre graphics, or at a slow frame rate.

The only way to get a PC to perform against the arcade standards is to install a 3D accelerator card. For the first time ever this Christmas a few of the leading computers will be sold with a 3D accelerator built-in. By next Christmas, this will likely be a standard on all new computers sold. If your computer doesn't have a 3D card, it will become obsolete. At the least, you will have trouble running many of the most popular software products sold.

3D accelerators are the future. I highly recommend this upgrade, but before you rush out to buy one there are some things you should know. All 3D boards are not created equal and the buyer should beware. Here are a few pointers on what you should look for before you buy a new card.

Most importantly, don't buy a 2D card that

"There were plenty of great cards out there, but there were really only two that stood out from the crowd: the 3DFX and the Rendition."

claims to have 3D capabilities. Read the packaging carefully, and look for 3D features like Z buffering, bi-linear filtering, bit-mapping etc. Browse the message boards on the Internet before buying—they are

full of messages warning you which cards to avoid. One popular 3D board even runs many 3D games slower than most 2D boards. I could name names, but I won't.

Another important thing to look for is how well the 3D card supports Microsoft's Direct3D standard. Direct3D is a standard set of 3D routines which developers can use to create games, and is the one common standard that

spans almost all 3D cards. In the absence of a 3D card, Direct3D provides the same functionality in software, at a much slower frame rate. Not all 3D games are written for Direct3D, although there is a clear trend in this direction. Direct 3D games require a VERY fast machine unless you have a 3D accelerator, or run them at a very low resolution.

Finally, most 3D accelerators require PCI bus support. If you have a Pentium, you almost certainly have PCI, but you should double check. Here's a fast way to check for PCI support under Windows '95. From the control panel choose "system" then "device manager" and "system devices." Look for the words PCI BUS. If you don't see it, you don't have it.

Once you've installed your 3D accelerator, the performance will vary depending on the speed of your computer, the game you are running, the resolution, and the graphic options you select. It will also depend on whether the game was written specifically for your particular 3D card, or for Direct 3D. For example, on my Pentium 166, at 320x200, *Quake* jumped from 18 fps to 31 fps, and the improvement in graphics quality was just unbelievable. At 640x480, the increase was more dramatic, with the fps jumping from 10 to 24. The relative performance increase is even greater on slower machines because of the shift of computing from your



SCREAMIN' 3D

Means Lightning-Quick Moves & Mind-Blowing Explosions

Before Screamin' 3D



and After



While there is already a noticeable difference between these two screens from *CyberGladiators*, the graphic improvement is even more remarkable when you see the game in action. The animation is quicker, smoother and more lifelike. It makes the experience more immersive and more fun (See backcover for a special offer on the Screamin' 3D card).

processor to the fast processor on the accelerator board.

Frame rate improvement is only part of the story. Your game will look completely different. The 3D accelerator does more than just make the screen move faster, it also totally changes the way your PC handles graphics. Most 3D games restrict themselves to 256 colors for frame rate reasons. The 3D accelerator will automatically shift the game to 16 bit color and enhance the graphics. Because the 3D engine thinks in terms of polygons and texture maps, the graphics can be completely recreated before they are drawn to the screen. Even at the lowest resolutions, the edges of 3D objects are sharp and the "jaggys" are eliminated. You can get as close to objects as you want, and they will not become blocky. The better 3D cards also allow special visual treats like the fog effects and night driving scenes that you'll find in the new version of *IndyCar*. The people at Papyrus, as good as they are, simply couldn't have created these kind of effects on a standard PC. Papyrus has more experience with programming 3D accelerator cards than anyone, and their 3D card-ready PC programs rival and beat anything found in the arcades.

With the number of companies making cards, and the technical nature of the 3D accelerators, it's easy to make the wrong upgrade. That's why Sierra has decided to offer a 3D accelerator of

"The 3D accelerator does more than just make the screen move faster, it also totally changes the way your PC handles graphics."

our own: the Screamin'3D. To be honest, no one at Sierra designed this card, but after months of studying competing cards, we just decided that if we had trouble figuring out which ones were best, you would too. As a public service (more than as a business), we took the initiative to find the one that we most recommend and put our name on it. It had to have full-featured Direct 3D support, accelerated 2D performance and screaming 3D acceleration. It was a difficult choice.

There were plenty of great cards out there, but there were really only two that stood out from the crowd; the 3DFX and the Rendition. [Technical

note: actually, 3DFX and Rendition only build the chips, the cards are assembled by other companies] Both boards were great on the 3D front, but we chose the Rendition because it also offered awesome 2D acceleration (2D games are still the majority of games sold), plus because it had the highest level of third party software support. Several other companies, including

Creative Labs¹ and Intergraph, have announced Rendition-based cards. Though the 3D hardware is essentially the same whether you buy from Sierra, or elsewhere, we did do some work to make the Screamin'3D everything we wanted it to be. Specifically, we worked with the hardware experts, Canopus, to produce optimized device drivers. In some comparisons the Screamin'3D has been clocked at 25% faster than other Rendition-based cards. Sierra's card is on the market now (see back cover) at \$199, and includes specially optimized Rendition versions of *CyberGladiators*, *A10 Silent Thunder*, *IndyCar Racing II* and *Quake*.

Put Yourself in the Game

Sierra is looking for Software Engineers at all levels, from "straight out of college" to seasoned veterans. If you have solid knowledge of C/C++, and are unafraid to be challenged, Sierra may be right for you. As the world's largest designer of electronic games, we set the standard in new technology. We have projects underway now to build products under Windows '95 using the Microsoft Game SDK, other projects require knowledge of MFC. Sierra is doing cutting-edge development with networked applications, flight simulators, CD-ROM, silicon graphics, and video game systems. No matter how good you think you are, we have a project that will push you to levels you never thought possible. At least two years of programming experience or college degree required.

If you would like to be considered for the many exciting opportunities at Sierra, please send a resume and cover letter to:

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3380 146th Place S.E., Ste. 300
Bellevue, WA 98007
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E-mail: recruit@sierra.com

We have openings in Oakhurst, CA (near Yosemite National Park), Seattle, WA, Cambridge, MA, Eugene, OR, Champaign, IL, Boulder, CO, and Austin, TX



S I E R R A

3D accelerator technology will revolutionize things at Sierra, from our current 3D games, like *IndyCar* and the upcoming *Red Baron 2*, to games that haven't traditionally supported 3D graphics, like *Caesar II* and *Lords of the Realm II*. Our productivity products, such as *LandDesigner* and *CustomHome*, are now in the process of being adapted to support 3D cards. Even our adventure games are undergoing major change. For instance, *Kings Quest VIII* is being built from the bottom up for 3D accelerators. (It will run without a 3D accelerator, but much better with one.) 3D will almost certainly have similar impact on other software publishers.

In closing, I would like to say how much I appreciate the support that you have given Sierra, our people and our products, in the last year. We love creating great products and are thrilled that something that brings us so much pleasure adds a little joy to your life as well. Seasons greetings from all of us, and may 1997 be a great year for all! Thank you,

Ken A Williams

(Note: only the Creative Labs 3D Blaster PCI is Rendition-based.)

Entertainment

1

NASCAR Racing

Best Simulation Game and Sports Game of 1995.

-PC Gamer

"★★★★"

-Computer Gaming World



2

IndyCar Racing II

1996 Codie Award for Best Sports Program.

-Software Publishers Association

"The best racing simulation on the market and a 'must-have' for all gamers."

-Computer Gaming World



3

FPS: Baseball Pro '96

"Front Page is the only baseball sim that manages to re-create the physics of baseball on the field."

-PC Gamer

"Sierra definitely has a winner here."

-Computer Sports Edge



6

3-D Ultra Pinball

Winner of PC Pinball Shootout against nine top Pinball CDs.

"So intricately designed that it'll keep you entertained for weeks."

-CD-ROM Today



7

Missionforce: CyberStorm

"Missionforce's scrupulous attention to detail is exceeded only by its incredible game play."

-PC Games



8

Lighthouse

"Never mind that the first word that comes to mind when you see this is Myst...it features enough innovations, especially in that it actually offers enticing game play, to set it ahead of the pack."

-Next Generation



1

Print Artist 4.0

"★★★★"

-PC Magazine

"Recommended"

-Family PC



2

LandDesigner 3D

"Editor's Choice" -Home PC

"Simple enough for a beginner to use and it offers enough information about gardening to accommodate the needs of even an experienced plant person."

-Family PC



3

Cooking Light

"If you need to plan meals according to good nutrition, and you're looking for a nifty recipe organizer. Cooking Light will keep you healthy and well-fed for a long time."

-Computer Shopper



6

Sierra SchoolHouse: Math

"★★★★"

-Boston Globe



7

Eager To Learn

"An excellent value in children's software."

-Childrens Software Revue



8

The Lost Mind of Dr. Brain

"The tough part is turning off the computer to do other things, like eat and sleep."

-Family PC

1996 Codie Award for Best Home Learning Product

-Software Publishers Association



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4

Police Quest: SWAT

"...a pulse-pounding glimpse into the lives of America's most elite law enforcement officers..."
-PC Gamer



5

Trophy Bass

Critics Choice! "...A great simulation and a whole lot of fun."

-PC Gamer
"★★★★★"
-Computer Gaming World



10

Hoyle Classic Card Games

"Sierra's Hoyle series features the most entertaining PC card play on the market."
-PC Magazine



9

FPS: Football Pro '96

"Still the champ of football sims."
-PC Gamer



5

SierraOriginals Kid's Pack

Island of Dr. Brain - "A perfect game for kids and their parents who enjoy free-form learning coupled with rich graphics and smooth game play."
-PC Entertainment



4

MasterCook Deluxe

"Best Software for Cooks"
-Bon Appetit
"★★★★"
-Family Computing



10

Mixed-Up Mother Goose

"One of the best kid's programs I've picked up in a long time."
-Business Radio Network



9

Berlitz: Spanish

"★★★★★!" First-rate educational and business CDs all around."
-PC Computing



Sierra Originals

1



IndyCar® Racing

2



Leisure Suit Larry 5: Passionate Patti Does A Little Uncover Work

3



The Even More Incredible Machine

4



Gabriel Knight: Sins of the Fathers

5



Sierra Reference Encyclopedia

6



Aces of the Deep

7



Bridge by Hoyle

8



Castle of Dr. Brain

9



Red Baron with A-10 Tank Killer

10



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Terror where you least expect it! Blood
in the fluorescent-lit halls of a major
corporation. Intense pleasure from pain.
Nothing is what it seems...

CONTROVERSY WAS WAITING for *Phantasmagoria* when it hit the market in 1995. A horror game specifically designed to appeal to the mass market of adult PC gamers, *Phantasmagoria* featured violence and adult themes that shook to its core the established modern horror genre. While hardly extreme when compared with the standards of modern films, it broke the rules of what had been "acceptable" in the polite society of computer games. It also challenged head-on the stereotype that computer games were strictly kid stuff.

IN AN UNPRECEDENTED move, *Phantas* was the first major game ever to receive the "Mature Audiences Only" from the Software Ratings Board, instantly giving it national notoriety. As gamers delved into the game they came across the graphic horror scenes and sexual violence, thus calling for an immediate boycott by parents' groups and religious organizations. Major retailers refused to carry the game and it was even banned by the governments of three countries.

OUTSIDE THE CORE computer gaming press—which reviewed the product positively, using words like "groundbreaking" and "intense"—there


were less tolerant major newspapers that claimed *Phantasmagoria* wallowed in gratuitous blood and gore. One even suggested that *Phantas* "makes a game of sexual violence."

PHANTASMAGORIA WAS EVEN spotlighted in Senate hearings calling for further regulation of content in the computer software industry. Letters from community action committees and special interest groups rolled into our offices in droves.

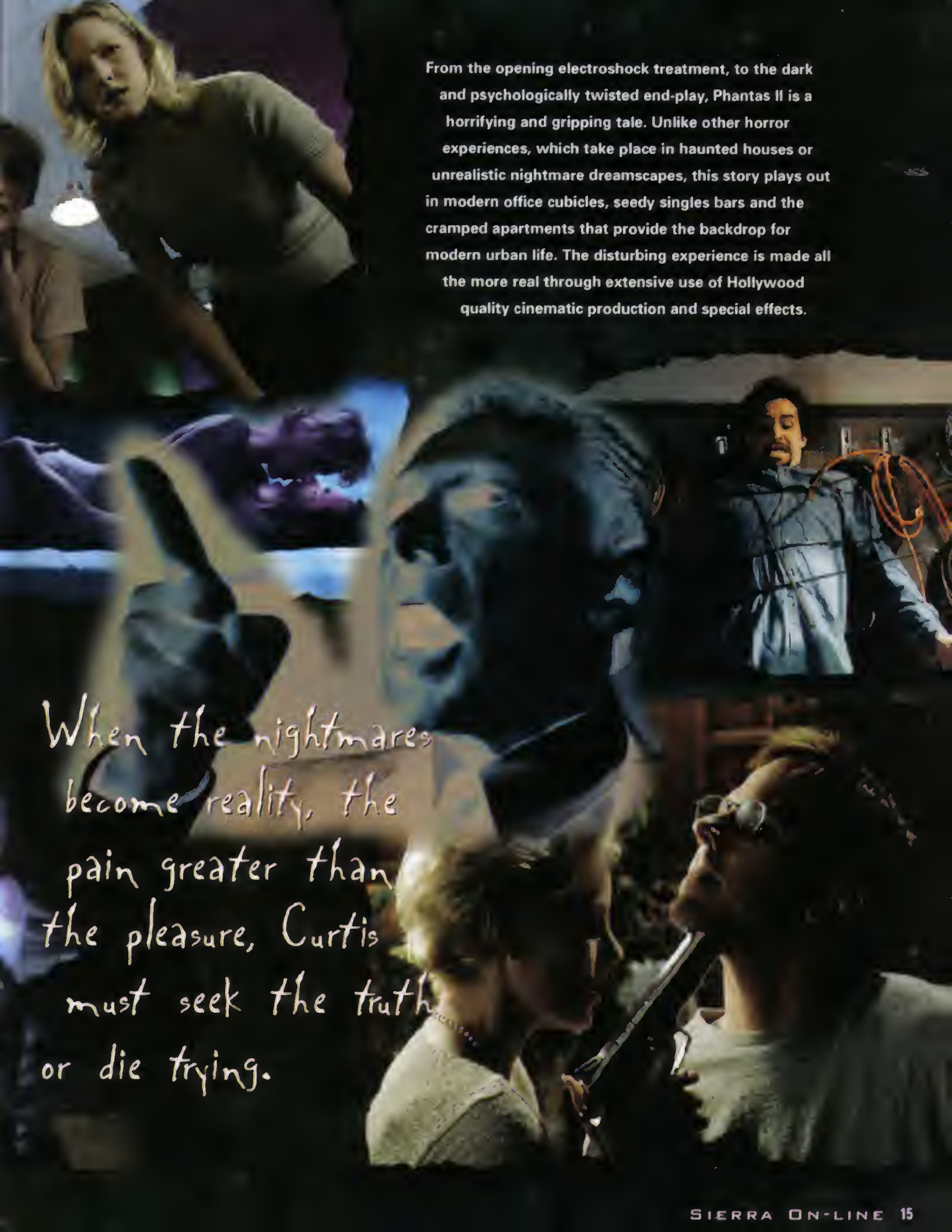
WITH ALL THE condemnation and accusations, bans and boycotts, outrage and controversy, *Phantasmagoria* quickly set industry sales records and became Sierra's biggest selling game to date.

THE SERIES CONTINUES with the recent release of *Phantasmagoria 2: A Puzzle of Flesh*. While *Phantasmagoria* established the standard for computer horror games, *Phantas 2* explores new venues as it deals with fragile minds, corrupt corporate politics, and the mysteries beyond the realm of consciousness. Sure to generate as much if not more controversy, *Phantasmagoria 2* is just as compelling and engrossing as the original. Count on it to be the biggest selling horror game of 1997.





An innocent boy...
a scarred childhood,
an unspeakable
hospital stay and
a second chance.
Just when he might
make it, things
begin to unravel
for Curtis.



From the opening electroshock treatment, to the dark and psychologically twisted end-play, *Phantasm II* is a horrifying and gripping tale. Unlike other horror experiences, which take place in haunted houses or unrealistic nightmare dreamscapes, this story plays out in modern office cubicles, seedy singles bars and the cramped apartments that provide the backdrop for modern urban life. The disturbing experience is made all the more real through extensive use of Hollywood quality cinematic production and special effects.

When the nightmares become reality, the pain greater than the pleasure, Curtis must seek the truth or die trying.

Heeding the call of
some unnamed source,
Curtis seeks the

Threshold, hoping to
find peace. What
gruesome horror hides
the truth?

Phantasmagoria 2:
A Puzzle of Flesh.

WARNING: Due to scenes of intense violence and adult content, *Phantasmagoria 2* is intended for Adults. Sierra encourages parents to take a look at the game before providing it to children under the age of 17. Though players are offered two modes of play—**MORE INTENSE** and **LESS INTENSE**—these options are intended to meet the needs of those with weak stomachs so that they can enjoy the depth of the story without all of the blood and gore. The **LESS INTENSE** option allows you to control access to the more explicit scenes.



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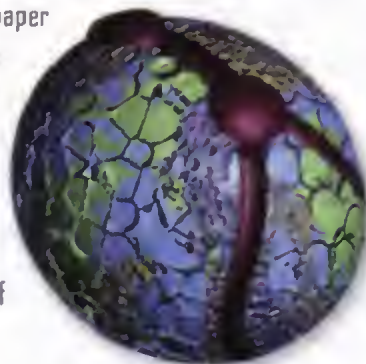


RAMA

Creating the Literature of the 21st Century

by David Senan

Recognizing that the marriage of PC games and novels is the literature of the future, writers Gentry Lee and Arthur C. Clarke have traded in their pens and paper for design specs and multimedia technology. With Lee working behind the computer screen and Clarke working in front of it, soon the release of *Rama* will debut a new age of interactive literature.



THE *RAMA* STORY IS CARVED STRAIGHT OUT of the famous novels of Lee and Clarke. Each adventure is born out of the original story that has thrilled millions of readers worldwide. The characters are all there, the mysterious Raman creatures are there, and so are all of the puzzles and landscapes. Think of this game as the interactive movie version of the books—a movie in which you are the lead character charged with solving the mysteries of extraterrestrial encounters and opening up communications with a distant civilization. > > >

“The centipede biot consisted of 15 attached, jointed segments, each with four legs, and an insectlike head with a bizarre array of sensors, two of which were long and thin and resembled antennae.”

—Nicole encounters a centipede biot.
from the book *Rama II*

Your Mission

Rama propels you into the 22nd Century and immerses you in the mystery and adventure of a lifetime—a mystery that questions the egocentric notion that life as we know it is exclusive to Earth. Some unknown, intellectually superior force has sent the massive Rama spacecraft, which is roughly the size of Los Angeles County, to the edge of our solar system. A crew made up of you and the best-trained astronauts on Earth sets out to explore the

space station and unlock the mysteries of extraterrestrial life. The outcome of your travels will change the face of humankind, opening its eyes to the existence of an alien race of far superior intelligence.

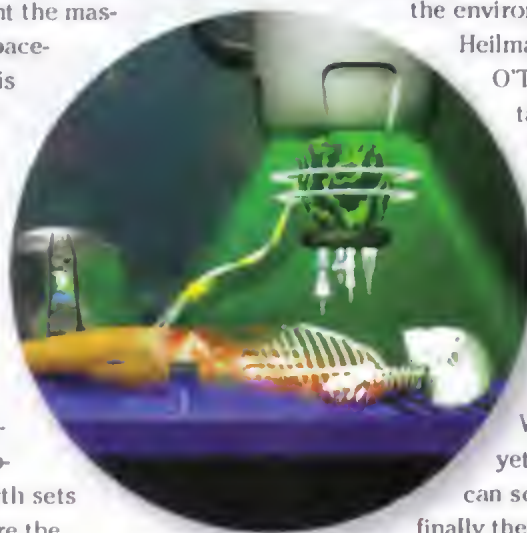
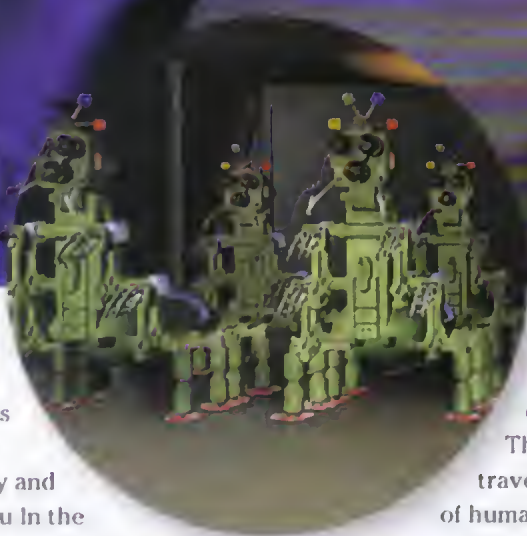
Joining you on the mission are Drs. David Brown and Shigeru Takagishi, experts in the field of exobiology and the environments of Rama. Otto Heilmann and Michael


O'Toole are career military officers whose main objective is to assess Rama's threat to Earth. Nicole des Jardins is the chief life sciences officer, whose medical expertise is critical to your mission. Richard Wakefield is the quirky yet brilliant scientist who can solve any puzzle. And finally there are Francesca

Sabatini and Reggle Wilson, world-renowned television journalists whose sole purpose is to keep the people of Earth informed about what's going on inside the behemoth alien spaceship.

Research and exploration have led scientists to different perceptions of the purpose of Rama. Some think it is completely benign and indifferent to human exploration. But once the ship's trajectory changes and it embarks on a collision course with Earth, many begin to think that Rama spells humankind's doom. Your ultimate mission is to save Rama. Or is it to save Earth from its collision course with the ship? You won't know until the very end of the game.

What is Rama? Where did it come from? Who built it and sent it to the edge of our solar system? These are questions that you'll need to answer by exploring the alien space station and its complex landscape. There you'll discover intelligent alien machines, intriguing extraterrestrial creatures, architectural wonders, and a variety of





“What he saw made his blood run cold. On the top of the subway was a large dark creature whose central body, if that's indeed what it was, was flattened against the roof. Striped tentacles extended in all directions. The thing quickly climbed off the subway and wrapped one of its eight tentacles around the lowest spikes...it was coming toward them!”

—the first sighting of an octospider,
from the novel *Rama II*

complex puzzles that reveal clues to the origins and purpose of Rama.

Watch and Learn

Throughout the game you're faced with puzzles that determine how far you progress into the adventure. You constantly look for clues that make some sense out of all the strange creatures and landscapes encountered in the far reaches of the solar system. Your success lies in how much you learn from the creatures and machines (called biots) inhabiting the massive ship. The Ramans placed the biots there for a reason (unknown to you) and the secrets to solving puzzles are found by observing them and how they deal with their environments.

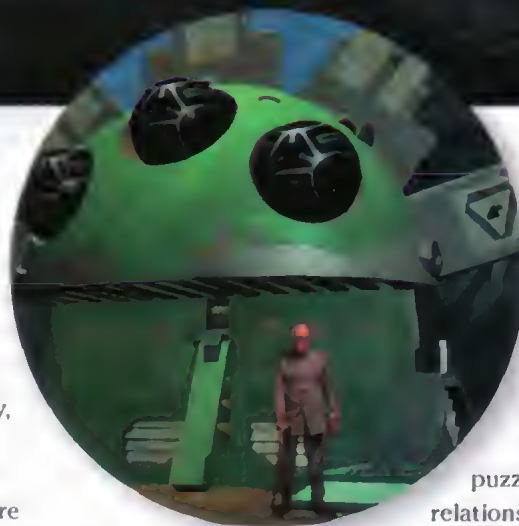
One example of this comes when you encounter a mantis biot that is entering an elevator mechanism.

The mantis actuates the elevator mechanism with a red laser light. Some players simply stand by, enjoying the entertainment. Clever adventure gamers realize they need to use the elevator but do not have a red laser light. Use common sense and ingenuity to put together a couple of items you've already found.

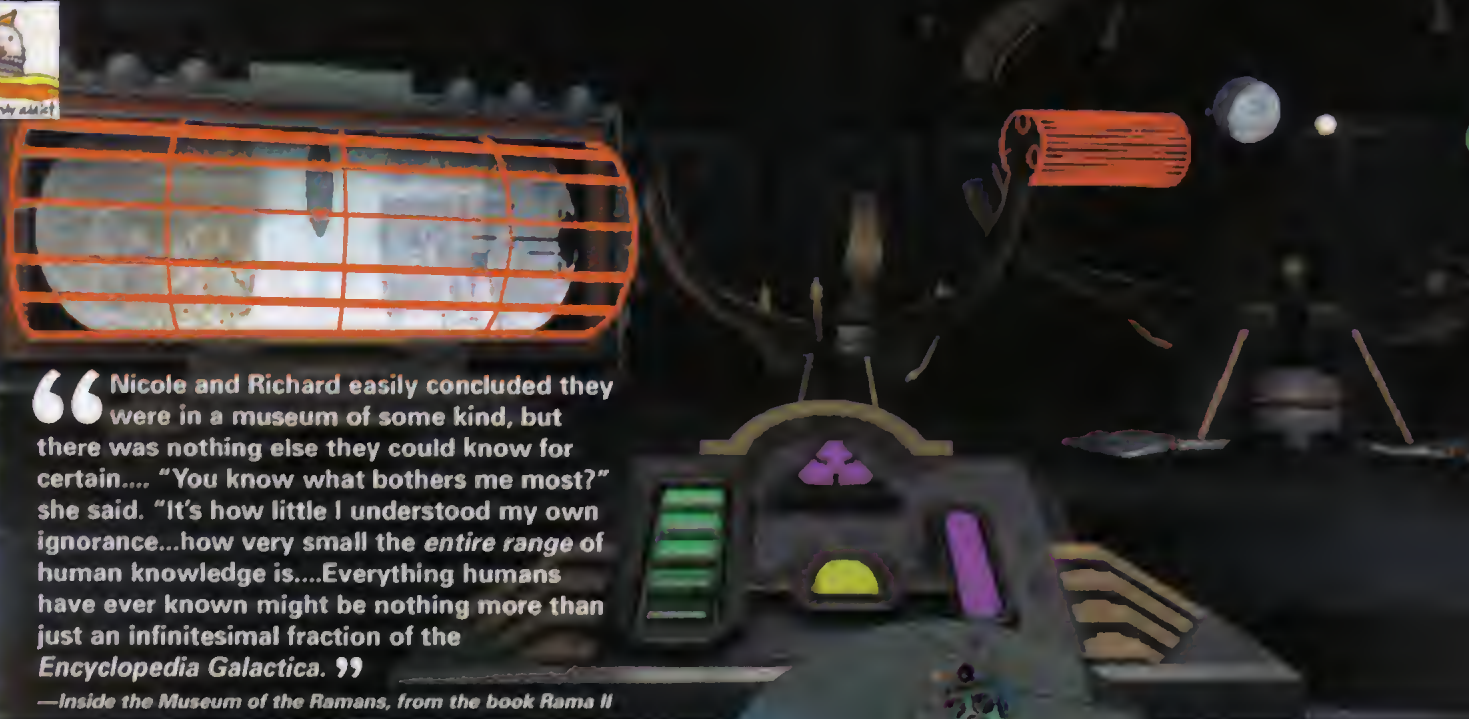
A red crystal and a flashlight from your inventory is all you need to simulate the mantis's red laser and power the elevator to continue your adventure. Learning from the Raman environment

and creating innovative adaptations of the machinery is the only way to solve puzzles and advance farther into the Raman world.

Another intriguing puzzle teaches you the relationship between the human numbering system and the numbering systems of the other creatures on board, the avians and the octospiders. You find that you need to understand these relationships to get around in both the avian and the octospider layers of the game. You can't simply input 1-2-3 and expect to open doors and power machinery in either of the two alien layers. You need to figure out how human numbers relate to their language and numbering system. In essence, you learn as much of the avian and octospider languages as you need to continue your quest for some answers.



One of the many bizarre species of life found on Rama.



“ Nicole and Richard easily concluded they were in a museum of some kind, but there was nothing else they could know for certain.... “You know what bothers me most?” she said. “It’s how little I understood my own ignorance...how very small the *entire range* of human knowledge is....Everything humans have ever known might be nothing more than just an infinitesimal fraction of the *Encyclopedia Galactica*. ”

—Inside the Museum of the Ramans, from the book *Rama II*

The Clues Are in the Creatures

Clues to the puzzles are hidden within the strange creatures and machines on Rama. Onboard the space station you find a myriad of biots, avians, and octospiders. The biots are workers that serve functions such as trash pickup. The avians are strange bird-like creatures that communicate through sounds. Octospiders are huge, spider-like beings that communicate through multicolor beams of light. You don’t know any more about any of them. Watch them closely to unravel the mystery of *Rama*.

The avian layer is one of the most revealing layers within the spacecraft. The bird-like creatures go about their business as if you and the other astronauts aren’t even there. In the avian layer you find mysterious egg-like things called manna-melons, elaborate murals that can only be seen through infrared vision, and a world of complex machines such as an avian film projector that you need to figure out how to operate.



The avians offer little assistance but a world of information in the way they interact with each other and their surroundings.

The octospiders are another compelling “species” onboard Rama. Octospiders are huge biological creatures that, from the human perspective, resemble a cross between an octopus and a spider. The most interesting thing about octospiders is the way that they communicate.

They use colored lights to speak to one another rather than audible sounds. This poses a big problem when you’re poking around the octospider layer—you must learn their language of lights. To do that you must learn from a puzzle in disguise, the Octoteacher. The Octoteacher shows you the relationships between their lights and human numbers and sounds. The result



is a fascinating education in the cultural orientation of the bizarre “species.”

Interplanetary Video Games

There are places on Rama that reveal more than any other—the species museums. There

are three museums located in the area named Bangkok by the astronauts who discovered it. The museums are in the game for one reason: to give newcomers background information about the species there. There is a human museum, an avian museum, and an octospider museum. All three museums house the same categories of information about each of the different species.

Within the museums you’ll find examples of human and alien musical instruments. In the human museum there is an electric guitar while in the octospider museum there is a “musical instrument” of lights. Game lovers out there will marvel at the examples of alien video games. In the human museum, you’ll find the hologram of a tank rushing at you firing rounds of artillery. In the avian and the octospider museums, you see

similar holograms with other-worldly "tanks" charging at you. Remember, while the museums are fun, they are not there for your entertainment. They furnish critical information about each species and insights into the importance of their existence on Rama.

Who Is the Enemy?

Rama is an unparalleled adventure that leads you on the ride of a lifetime. Imagine the excitement of pioneering the edge of the solar system and beyond. When you start the game, you know absolutely nothing about the strange world you're entering. It's up to you to get the education you need to blast through the adventure. It is up to you to learn by watching the creatures and machines on Rama and how they interact with their Raman environment. Everything you need to know is learned through observation and clever adaptation. Sometimes, when you die trying to navigate through Rama's intricate labyrinths, Arthur C. Clarke himself

comes onto the screen, consoles you, and offers you cryptic hints so you hopefully won't suffer the same fate twice. It's comforting to get advice from one of the two men responsible for creating the Raman world.

Your mission is to provide executable solutions to every puzzle in Rama and save it from the enemy. But who is the enemy? The Ramans haven't displayed anything but indifference toward human explorers, but their ship is on a collision course with Earth. Will they destroy us or do they merely want to make contact? Is the enemy the humans back on Earth with their paranoia and their nuclear bombs? Nothing is clear to you except that time is running out. Learn by exploring the intricate surroundings of the Rama spaceship, and succeed by identifying the true enemy.

Rama doesn't ask you to save humankind — that would be too easy.

Rama puts the future of the entire universe in your human hands.

Rama Surprises

Rama features a special hidden feature, an exclusive preview of *3001: Space Odyssey*—the fourth in Arthur C. Clarke's *Space Odyssey* series. The preview, a complete copy of chapter 11, can be found in one of the data cubes on a table in the Base Camp.

Also included is a special CD containing full-length interviews of the entire Rama exploration crew, carried out by the two reporters on the worldship.

What really makes the disc shine is an exclusive, in-depth interview with Arthur C. Clarke on space, the future, and how he became known as the "Father of Satellite Communications," filmed on-location in Sri Lanka. This is a *must have* for any dedicated Clarke fan.



\$54.95

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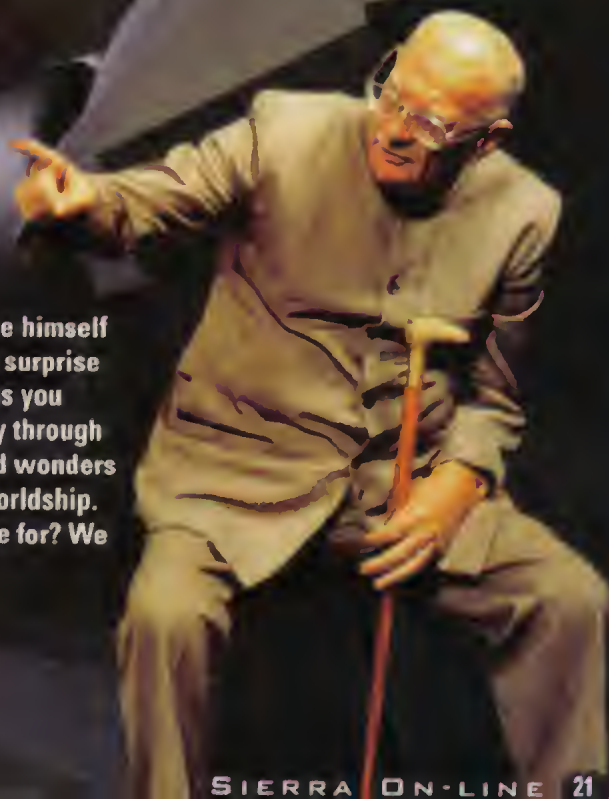
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Arthur C. Clarke himself makes several surprise appearances as you make your way through the intertwined wonders of the Rama worldship. What's he there for? We can't tell.



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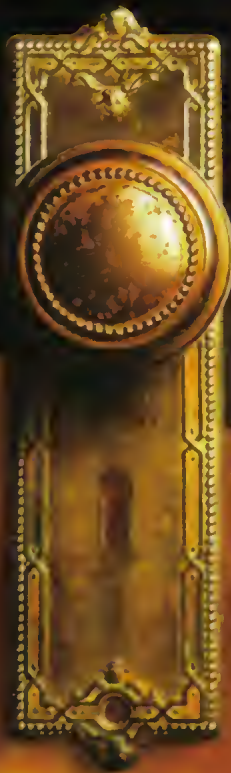
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- ▶ KING'S QUEST® III: TO HEIR IS HUMAN™
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A LAURA BOW MURDER MYSTERY™
- ▶ THE DAGGER OF AMON RA:
A LAURA BOW MURDER MYSTERY™
- ▶ MIXED-UP MOTHER GOOSE®
- ▶ PHANTASMAGORIA® CHAPTER ONE

**"A HISTORY OF HER
WORK IS A HISTORY
OF GRAPHIC
ADVENTURES"**

—DAN BENNETT, PC GAMER

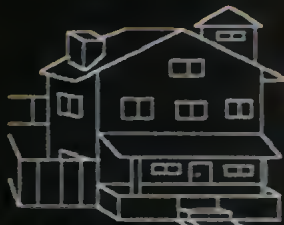
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—THE SAN FRANCISCO CHRONICLE

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YOU ARE IN THE FRONT YARD OF A LARGE MANOR HOUSE. LEAD UP TO A WIDE PORCH. ENTER COMMAND?

ROBERTA'S DEBUT GAME, *MYSTERY HOUSE* (1980), WAS THE FIRST TO COMBINE GRAPHICS AND TEXT FOR THE PERSONAL COMPUTER.

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SINCE 1980, ROBERTA WILLIAMS HAS BROUGHT THE WORLD ADVENTURE GAMES THAT CHALLENGE THE MIND, AMAZE THE SENSES, AND PUSH COMPUTER TECHNOLOGY TO THE EDGE.

TIME ZONE (1982) IS THE LARGEST GAME OF ITS KIND EVER CREATED, AND WAS SELECTED BY THE SMITHSONIAN INSTITUTE AS AN EXAMPLE OF ONE OF THE BEST COMPUTER GAMES OF THE TIME.



KING'S QUEST II: THE CROWN (1983) WAS CONSIDERED TO BE THE FIRST 3-D COMPUTER GAME AND THE BEGINNING OF A SERIES WHICH HAS SOLD 7 MILLION GAMES WORLDWIDE.



1985 WAS THE DEBUT OF *MIXED-UP MOTHER GOOSE*—THE FIRST ADVENTURE GAME FOR PRESCHOOLERS. IT REMAINS A FAVORITE TO THIS DAY.

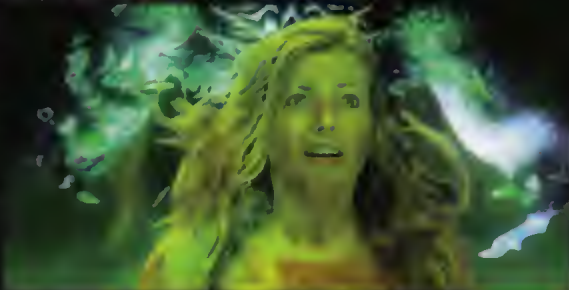


THE PERILS OF ROSELLA (1988) WAS FOURTH IN THE *KING'S QUEST* SERIES AND THE FIRST COMPUTER GAME TO FEATURE A FEMALE HERO. THE CUTTING EDGE MUSIC AND SOUND EFFECTS WERE A FIRST FOR THE INDUSTRY.



KING'S QUEST VII (1994) BOASTED FEATURE FILM-QUALITY ANIMATION AND MUSIC.

IN 1995, ROBERTA'S HORROR MASTERPIECE *PHANTASMAGORIA* WAS THE FIRST ADVENTURE TO SEAMLESSLY BLEND LIVE ACTORS AND 3-D RENDERED COMPUTER BACKGROUNDS.



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BLIZZARD

ENTERTAINMENT

NEWS

BLIZZARD STORMS THE GAMING WORLD

Best known for the blockbuster Warcraft series, Blizzard Entertainment rocketed from relative obscurity this year to become one of the world's hottest computer entertainment developers.

The company's first two titles, Warcraft and Warcraft II, have won industry acclaim and shattered sales records worldwide. To date, Warcraft II remains the number-one entertainment title for 1996 and has sold more than one million copies.

With the Warcraft titles well on their way to becoming gaming classics, Blizzard is focused on once again raising the bar in game design and technology. The company's newest titles Diablo and Starcraft promise to continue Blizzard's tradition of creating great entertainment software and setting new standards for the gaming industry.

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Experience the excitement of multiplayer Internet gaming—free.

Blizzard's battle.net takes the thrill of multiplayer games to an entirely new level by combining one-click access with free Internet gameplay.

battle.net™

Battle.net provides an arena for gamers to chat, challenge opponents and compete in multiplayer games over the Internet. Diablo is the first Blizzard title to include battle.net.

Access to battle.net couldn't be easier — players simply select the Internet option from the game's main screen, and they are automatically connected to battle.net. Once logged on, players can compete head-to-head against players from around the world.

Blizzard charges no hourly or monthly membership

fees to connect to battle.net. In order to play via battle.net, all players need is access to the Internet. The battle.net server is accessible 24 hours a day, seven days a week.



A BEHIND
THE SCENES
LOOK AT

STARCRAFT™

In the tradition of the Warcraft series comes a quest into the far reaches of space and the realms of Starcraft.

In Starcraft, the newest real-time strategy game under development by Blizzard Entertainment, players journey deep into space to restore order to a galaxy on the brink of interstellar warfare.

In order to regain control of the galaxy, players face 30 missions in space, on planetary surfaces and within command installations. With each mission, the epic story of the universe unfolds.

Players command one of three species—Terrans, Protoss or Zerg—vying for dominance in the universe. Each species is inherently unique with different technologies, units and abilities.

In addition to extensive single-player gameplay, Starcraft offers the excitement of multiplayer action for as many as eight players over battle.net, the Internet and network.

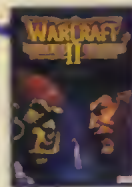
Starcraft is currently slated for release by next summer in Windows® 95 and Macintosh formats.

BLIZZARD IN BRIEF



The ultimate Warcraft collection hits stores shelves just in time for Christmas. **Warcraft Battle Chest**, a three CD-ROM set, includes Warcraft II, the best-selling PC game of 1996, the Warcraft II expansion set and the game that started it all, Warcraft: Orcs and Humans. The set includes both the PC and Macintosh versions of all three titles.

Warcraft II takes the top spot as the number-one selling entertainment title of 1996 according to PC Data. The game recently passed the one million sales mark worldwide.

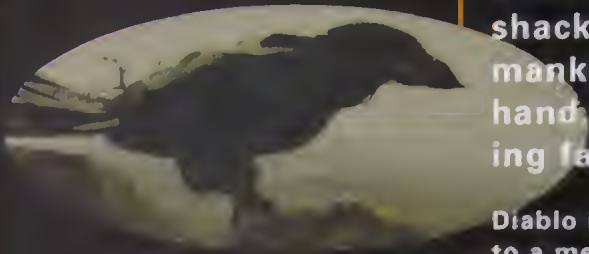


Need help getting past a tough Warcraft II mission? Blizzard opened an automated hint line to provide tips, hints and cheats for all of its available titles. The service is only available within the U.S.; callers will be charged 85 cents per minute. The hint line number is (900) 370-SNOW.

This year's blockbuster hit **Warcraft II** and the Warcraft II expansion set are now available for Macintosh. In 1997, Blizzard will release Macintosh versions of Starcraft and Diablo.

For the latest on Blizzard, visit www.blizzard.com. To order Blizzard products, call (800) 953-SNOW.


DIABLO



Enter a world where evil has corrupted the land and shackled humanity into unholy slavery. The time for mankind's salvation from the Lord of All Evil is at hand. Destroy the demonic beast or suffer a terrifying fate in which Diablo reigns supreme for eternity.

Diablo is a real-time role-playing adventure that transports players to a medieval village plagued with evil and darkness. As players encounter underworld corridors filled with traps, weapons, magical items and demonic creatures, the truth about the evil force that decimated their village begins to unfold.

**FORGET
DREAMING OF
A WHITE
CHRISTMAS—
DIABLO
HEATS UP
THE HOLIDAYS**



In a quest for vengeance, players assume the role of warrior, rogue or sorcerer and descend into the expansive labyrinth hidden beneath their village. As players venture deeper into the catacombs, they discover weapons, armor, and magical treasures - all of which develop their character's skills and abilities. With every new weapon or spell, players build a more powerful arsenal for their final attack on Diablo.





Destroy
the Lord
of All Evil,
Diablo.

TM

Diablo is
the first
game
to include
Blizzard's
battle.net,
allowing
gamers to
compete
over the
Internet
for free.

Diablo features a random level-generator that changes the design of the labyrinth and the location of all of its items each time a new game begins. No two adventures are ever the same, which provides players an unprecedented level of replayability.

Diablo's multiplayer options take the game's excitement and suspense to a new level. As many as four players can join forces to assault the labyrinth of Diablo. Multiplayer games are supported over the Internet, network and modem. Diablo is the first game to include Blizzard's new battle.net feature, which allows gamers to compete in multiplayer games over the Internet for free.

Diablo is available this holiday season in Windows® 95 format. For more information, visit www.blizzard.com.



LORDS II OF THE REALM

Wouldst Thou be King?



Pillage and Plunder

Better weaponry costs more up front, but will provide a healthy return on investment when the battle is won.



Build a Nation...

So thou desirest to wear the crown? Such pursuits are beyond me, though I do have the knowledge thou needest to succeed in *Lords of the Realm II*. Just fill up my flagon, young lord, and lend me your ear...

It's the Economy, Footpad!

The most common cause of failure in *Lords of the Realm II* is overexpansion. True, in the early years of the game, your neighboring counties are usually without castles and defended only by pitchfork-wielding mobs of peasants—it is a great temptation to conquer two or three contiguous regions as soon as you have enough men-at-arms to do so. Yet, that is not the wisest course—unless you are playing against human opponents who pursue a similar strategy.

Remember that a medieval economy is very different from a

modern one: it is slow, seasonal, labor-intensive, and produces relatively small amounts of surplus goods. While a good approach is to strive for a bal-

anced agricultural program—dividing your fields equally between wheat and livestock—you can raise populations and happiness levels quickly by following this maxim: "Cows Then Wheat!"



Empire Building

Careful management of your natural resources ensures efficient weapon production.

Yes, for quick happiness, the "bovine strategy" is the way to go. For the long term, however, wheat is a better option. Though you can only harvest wheat once a year, it takes much less labor to create than cows, which require constant attention.

When you've built up enough surplus food to last three years, it's safe to put your people on half-rations for a while (so the economy won't overheat). Be sure to monitor the situation closely, however, because discontent, when it strikes, has a way of spiraling out of control, and once large numbers of your people start emigrating to other counties, you're in big trouble.

Keep Thy Peasants Happy!

It is imperative to keep your peoples' happiness rating as high as possible. Buying ale from passing merchants always gives that rating a quick boost, but it's a band-aid solution because merchants never seem to be around when you really need them.

A better and more methodical way is simply to not tax anyone for the first few years of game time. Nothing will elevate their happiness rating faster. Once your peasants' rating is in the 90-100% range, feel free to hit them with a sustained 5 or 6% tax rate—you can even go up to 10% for a quick infusion of cash—until the happiness factor begins to decline noticeably, at which point you can try lowering taxes until you find a happy medium.

Remember that idleness is the Devil's

plaything; check your Labor Allocation Slider Bar to see how many unemployed serfs are loitering about. If the peasant icon has a blue outline, you have idle serfs. Put the rascals to work by moving the slider bar until



Raise Armies...

the blue outline disappears! Try shifting them from area to area until they "stick". If the number of idle workers ever exceeds the number of gainfully employed ones, you need to re-think your management priorities. Castle-building, blacksmithing, and mining are all good tasks for absorbing excess population.

Raising Armies

The cheapest and quickest army is a mass levee of peasants;



Win a Kingdom!

not very impressive from the standpoint of arms, perhaps, but quite sufficient in the early stages of the game to conquer or defend a couple of counties. Your first offensive action is likely to be

against a castleless county whose own army consists mostly (if not entirely) of similarly armed peasants. As a rule, you need at least 50% numerical superiority to defeat a peasants-only force, and numerical superiority of three-to-one to vanquish an army comprised of both peasants and regular soldiers.

When you are ready to raise a standing army, check first to see if your county has mercenaries available. If you have the money, consider hiring them first. True, the initial outlay is high, but a mercenary force comes with its own arms and armor, and buying its services will not have a negative impact on either your population or your happiness rating.

If you do buy the services of mercenaries, it is best to use them quickly. Their seasonal maintenance fee is high, and if just left in idle garrison duty for a year or two, they'll drain your treasury and you gain nothing for it.

Arming your troops is a tricky business, for it takes a large number of hard-working blacksmiths to generate even a modest flow of new arms. If you are visited frequently by merchants, you



Guerilla Warfare

Keep your pikemen on the front lines to protect your vulnerable bowmen.

might consider buying limited quantities of weapons from them, instead of waiting for your own production efforts to bear fruit.

And, while a balanced force is always desirable, it is easier and generally more cost effective (in the early and middle stages of the game) to have a large army equipped with one or two weapons rather than a collection of



Stake Out Your Turf

Build up your counties into thriving, productive communities, and defend it from your neighbors.

small units armed with many weapons. For example: Early in the game, a field army of 100 swordsmen, backed up by as many peasants as you can spare will be more effective—and much easier to control—than an army of 40 swordsmen, 20 archers, 20 Pikemen, and 20 mace-wielders.

Equip Thyself Wisely

Each type of unit in the game has its own strengths and weaknesses, and particular areas of effectiveness. Here's a run-down of the basic weapons and their characteristics:

- **Swords:** The best overall compromise between lethality and cost, these edged weapons are equally effective in attack and defense and marginally superior to maces at close range.
- **Maces:** When shopping for arms, you will generally find that merchants will offer 1.5 maces for the cost of a single sword—a ratio roughly reflects the relative battlefield effectiveness of the two weapons. In other words, a force of

men armed with maces will generally prevail against swordsmen only if it enjoys a 50% or higher numerical advantage.

- **Bows:** Archers can repel attacks or soften-up defenses equally well, and are absolutely essential for siege operations. Bowmen deliver high volumes of fire at a moderate range and cost. However, they are extremely vulnerable

to close assault (since they are armed only with daggers for self-defense) and must be protected by more heavily armed infantry if they are to survive on a battlefield.

- **Crossbows:** These advanced weapons are much more powerful than regular bows but have a shorter range. You need them to penetrate armor. Their drawbacks? They are frightfully expensive to purchase and the rate of fire is dramatically slower than that of ordinary bows.

- **Pikes:** These wicked pole-type weapons have a long reach and tremendous stopping power. No other hand-held weapon can withstand a charge by mounted knights. They are, however, heavy, and a unit

armed with pikes will not move as quickly. For both of these reasons, pikemen are primarily a defensive unit.

The Field of Battle

Before committing to battle, take the time to study the nature of the opposing forces. Tactics and maneuver can, to a certain extent, compensate for numerical inferiority. Are there bodies of water, bridges or other terrain features on this battlefield? A successful commander will use them, and any other advantage, until the process becomes instinctive.

Always protect your archers! If you order them to attack an enemy formation that is out of range, they will often surge forward and open fire impetuously, whereupon they will be charged by the nearest enemy units. Once the range goes down to a pike-staff's length, archers can no longer use their bows and (daggers being no match for maces) will quickly be annihilated. Infantry armed



Castle Siege

Focus your attack on a few key points to overpower the castle defenders.

**Highly Customizable
Head-To-Head Play on
Modem or LAN**



The Heat of the Fight

Welcome enemy troops with cauldrons of boiling oil, then finish off the few survivors with a hail of arrows.

with pikes or edged weapons should be positioned so as to screen your archers from direct attack.

Pay close attention to your units' status bars before choosing your tactics! Numbers alone do not tell the story. Each battle in *Lords of the Realm II* has its own "unit scale"—i.e., a certain number of soldiers-per-unit is the norm for that engagement. The scale may be as low as four/unit or as high as 32/unit. It is perfectly possible for two armies to appear roughly equal, but for one army to outperform the other by two-to-one because most of its units' status bars are wholly green while the enemy's units display bars are half-red.

Making Siege

When you move from the battlefield to siege warfare, be prepared to shift your whole attitude towards combat.

Whereas conventional battles resolve themselves swiftly, sieges may take several seasons to conclude.

Whether you are trying to storm a castle or defend one, sieges require patience and methodical planning.

While most sieges end in a desperate battle within the castle walls, you'll spend much more time either

trying to breach those walls or trying to prevent the enemy from doing so. Archers really come into their own in siege warfare, and if you expect a siege, you may want to reorganize your army a season or two in advance so that you have more of them.

Before you can storm a castle, you must thin the ranks of the defenders. Only massed arrow-fire can do that. Once you've whittled down the besieged player's firepower, you can roll up your siege towers and battering rams with confidence that your crews will not be slaughtered.

As a defender, you should be very careful about when you deploy the boiling oil vats. You only get a certain number of them per castle, and once they're used up, your ability to repel an assault diminishes greatly. Save the boiling oil for use against

troops. Its effects can be painfully spectacular, if not decisive.

And finally, a word about guerrilla warfare. Such strategy is possible in this game, and is especially useful to players who are not strong enough for a full-scale conquering campaign but who still want to inflict harm on their enemies. Under certain conditions, you can send armies into enemy territory to burn his mines, sawmills, and villages. If your army can cross these locations and withdraw before an enemy force can bring it to battle, you can do grievous harm to your neighbor's economy.

Of course, if you're planning to capture that same county any time soon, you'll also

be doing damage to your own economy—those pillaged locations cannot be made operational without many seasons of effort devoted to rebuilding them.

Enough strategy—the rest is up to you. Go forth and conquer. *Lords of the Realm II* can be won with benign leadership, smart resource management, heart for your peasants, and bravery on the battlefield. The competition for the throne will be fierce. But this is your chance to make history and be the King of England.

by William Trotter

"Save the boiling oil for use against troops. Its effects can be painfully spectacular, if not decisive."



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www.sierra.com/games/Lords2



Just in time for the holidays!

"1996 Game of the Year" —Computer Gaming World

Gabriel Knight: The Beast Within

including the **BONUS Novel:**

Sins of the Fathers

(based on her best-selling CD-ROM game!)

Every holiday needs a little suspense, mayhem, and psychological terror (not including the traditional family get-togethers). This year, try something a little different. It's just as scary, just as thrilling, and just as involving—only it doesn't include any relatives (unless, of course, you have a Schattenjager in your family).

Jane Jensen's award-winning thriller CD-ROM adventure *Gabriel Knight: The Beast Within* is now available—for a limited time—in this special offer for Christmas. And since it is the season to be giving, Sierra has generously included Jensen's soon-to-be-



released novel, *Sins of the Fathers* (not in bookstores until February 1997), based on her CD-ROM game.

“With the novel, I had a chance to get more into the backstory, fleshing out the characters and going more in-depth about who and what they are,” explained Jane. “This gives the player a better understanding of the game and should add a lot

“With the novel, I had a chance to get more into the backstory, fleshing out the characters and going more in-depth about who and what they are.”

—Jane Jensen

to the gaming experience.”

So, this holiday forget the usual cast of characters—you know, reindeer, elves, and the guy in the red suit—and instead, experience a little voodoo, learn about werewolves, and try to figure out crazy old King Ludvig II of Bavaria. It's a great escape and a great way to start the new year.

Look for the third CD-ROM game of the ever-popular *Gabriel Knight* series in 1998 and the upcoming novel, *Sins of the Fathers*.

\$49.95

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MAC CD

Order Direct
1-800-757-7707

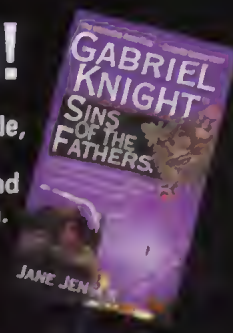
InterAction Exclusive Offer!

Here's Your Chance to Win an Autographed Copy of the Novel **Sins of the Fathers**, Before It's Released!

If you already own the CD version of *The Beast Within*, and just can't wait until February to get your copy of the *Sins of the Fathers* novel, read on. Be one of the first 100 readers to submit a 3x5 card with your name, address, and phone number to:

Or, if traditional contest methods aren't your style, check out the *Gabriel Knight* page on the SierraWeb site at: www.sierra.com/games/gk and register to win there. It's easy to win with Sierra.

Sins of the Fathers Novel Giveaway
Attention: InterAction Magazine
P.O. Box 53008, Bellevue, WA 98015-3008



No purchase necessary to win. The first 100 entries received by Sierra will be awarded a first run edition of the book *Sins of the Fathers* autographed by Jane Jensen before its general release to the public in February 1997 (approx. value \$5.99). Winners will be notified by U.S. mail. Prizes are not transferable, and may not be redeemed for cash. Taxes, if any, are the sole responsibility of the winner. This contest is good in the United States only. Winners may be required to sign a Release Form authorizing use of Winner's name and likeness for promotional purposes, if requested by Sierra. For the name of the Winners, send a self-addressed, stamped envelope to: Sins of the Fathers Novel Giveaway Attention: InterAction Magazine; P.O. Box 53008, Bellevue, WA 98015-3008 after March 1, 1997.

BIRTHRIGHT™

Sierra and TSR Invite You To Claim Your DESTINY

By John Sauer and David Senan

Sword swingers, spell casters, and anyone with a desire to become a brave soul in another place and time—take notice. The Master of PC Fantasy Role-Playing Games (FRPs) is back with a new title that will take you to a world ripe with adventure, ancient myth, and powerful magic. Not since the 1994 release of Sierra's *Betrayal at Krondor* has any company delivered FRPs of this caliber. Now Sierra is returning to the genre with *BIRTHRIGHT™: The Gorgon's Alliance™*.

"BIRTHRIGHT: The Gorgon's Alliance takes FRPs to new, epic levels as an "SRP" (Strategy Role-Playing) title."

The D&D® Game Legacy

BIRTHRIGHT is the computer version of the most recent world created for the immensely popular *ADVANCED DUNGEONS & DRAGONS®* series from TSR®. Licensed exclusively to Sierra, *BIRTHRIGHT: The Gorgon's Alliance™* takes fantasy role-playing games to new, epic levels as an "SRP" (Strategy Role-Playing) title. The game offers the unique combination of a traditional role-playing game, the realm building of a strategy/war game, and the high intensity battles



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BIRTHRIGHT: The Gorgon's Alliance • FANTASY ROLE-PLAYING



When controlling multiple players, you can assign any or all of their combat tasks to the computer.

of a riveting action game. This cross-genre pioneer redefines computer gaming and propels players into magical adventures in a mystical land.

Though *BIRTHRIGHT* comes to you as a state-of-the-art, 3-D multi-media game (featuring first- and third-person views, and

ing rise to the *ADVANCED DUNGEONS & DRAGONS* game.

One of the first to bring these games to computers was Bob Clardy, president of Synergistic Software, the newest member of the Sierra family. His fascination for computer-oriented FRPs has remained strong over the years and has recently culminated in the development of *BIRTHRIGHT* for the PC.

"*BIRTHRIGHT* is a dream come true," says Clardy. "I was an early *D&D* gamer. Now I'm designing the ultimate

"I was an early D&D gamer. Now I'm designing the ultimate AD&D PC game... Fantasy worlds have never been more real."

—Bob Clardy, BIRTHRIGHT Designer

ultra-high scalable resolution), it's integrally tied to TSR's *BIRTHRIGHT* role-playing game.

Located in Lake Geneva, Wisconsin, a picturesque resort town near Milwaukee, TSR brought fantasy role-playing games to popularity with the first *DUNGEONS & DRAGONS*® (*D&D*) fantasy role-playing game in 1973.

D&D quickly became a staple form of entertainment among gamers nationwide (and still has a fanatic following today). Journeys into these fantasy worlds often became marathons

lasting 14 hours and more. The *D&D* product line expanded over the next 23 years into many new realms and venues, giv-

AD&D PC game. Today's computer technology gives us the power to make users feel they're existing in and interacting with the *BIRTHRIGHT* world. Fantasy worlds have never been more real."

Magic, Mystery, and Battles to the Death

You begin your adventure into the rich, magical world of *BIRTHRIGHT* as a king descended from the bloodlines of heroes and gods. As the heir to one of 17 possible realms within the Empire of Anuire, the subjects, resources, and treasures within your kingdom are completely under your control. As a descendant of a major bloodline, you may have significant powers or magical abilities which can develop into powerful skills as your experience increases.



You can control large armies just as easily as small parties in combat.

The team actually engaged in swordfights (in armor, of course) to learn the mechanics of combat.

First on your kingly agenda are quests for magical relics, treasures, and allies to thwart the evil transgressions of enemies such as the *awnsheghlien* (pronounced "awn-SHAY-llin," the elven word for "blood of darkness"). Many of these shape-shifting creatures are



In-depth map views allow you to control the goings-on in your kingdoms from afar.

two thousand years old and would love to use their trickery to steal away some of the strength(s) allotted you by blood.

Your journey into the realms of Anuire takes many forms. Alone you quest and fight in first- or third-person views. You can assemble parties for classic FRP-style adventures, and in the role of king, command armies into battle. Whether you are searching for talismans, battling enemies, or practicing diplomacy in the courts of potential allies, there is enough richness and depth in interface and game play to keep every player deeply absorbed.

A Different Adventure Every Time

Deciding whom to ally with, whom to wage war against, and how to build up strong enough forces to conquer the powerful forces of evil throughout Anuire is critical to your success in the game. Each adventure is completely unique. You can choose to be one of 34 different Regents in any of 17 possible realms. As a Regent there are 20 different actions you can control. These range from maintaining your holdings and

building troops to conducting diplomacy and creating an economic infrastructure. The result is many different scenarios each time you enter the world of *BIRTHRIGHT*.

In addition to this outstanding variety, *BIRTHRIGHT* has built-in support for LAN and head-to-head modem

gaming. You can also choose to play a thoughtful turn-based game or a fast-paced, real-time, action-oriented game. When you raise swords with the Gorgon, you can watch the battle as it plays out blow by blow, or you can simply have the AI give you the results. The choice is yours—perfectly fitting for the would-be Emperor of Anuire.

BIRTHRIGHT brings imagination to life like no other fantasy role-playing game ever has. Shrewd and timely alliances, careful attention to your subjects, and courage in the face of certain death will help you in your pursuit of ultimate power. Your success is measured not only by what you have, but also by what you are able to keep. So get ready—the armies are preparing for war and an empire is up for grabs. Somewhere in Anuire a king will become a hero—and a hero will be crowned Emperor.

The *BIRTHRIGHT* team with a few of their more specialized game design implements.



Go head-to-head in real-time modem combat against deadly menaces—your friends.



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THE HOYLE SERIES: A Phenomenal Success Story

by Nancy King



Back in early 1995 Sierra decided to relaunch one of its best-selling titles, *Hoyle Classic Games*. Producer Steve Van Horn was chosen to lead the creative team that would rework this all-time favorite. The team's assignment was to take full advantage of the newest computer tech-

nology, the latest graphic developments, and, most importantly, reinvent what gamers think of card games. "It was a big challenge," explained Steve. "With *Hoyle Classic Games*, we were asked to take a best-seller and make it better—raise the quality standard, if you will, on one of the most popular Sierra games. So we added interactive play, characters with attitude (some outrageous and some obnoxious), and lots of laughs. We felt humor was a key to making this an even better game. Because it's loaded with humor, it's fun to play."

Well, the numbers are in and Steve and his team have done it. Released a year ago, *Hoyle Classic Games* is the Number One-selling card game available on the market today. Critics love the rich graphics and easy game play; gamers appreciate the interactive play that adds new dimensions to the games. And now Mac users can experience it as well. *Classic Games* for the Mac will be released just in time for Christmas.

Using *Classic Games*' momentum as a springboard, Sierra had the team produce *Hoyle Solitaire* and *Hoyle Blackjack*. Both were released last Summer and have followed in the

Play Friends Over the Internet!



Play *Hoyle Blackjack* or *Hoyle Poker* over the Internet with friends from across the street or across the country.

steps of *Classic Games*, both hits with critics as well as gamers. The latest *Hoyle* game, *Hoyle Casino*, has just been released and Poker lovers, mark your calendars because *Hoyle Poker* is next.

A Winning Formula

So what's the secret? What has made the *Hoyle* Series so popular? After some thoughtful consideration, Steve explained, "It might seem like a pat answer but we really have a good solid team with a lot of creative and talented people. People really like their jobs. For instance, if you were to ask Lead Programmer Earl Malmrose for one of the reasons he had for leaving his aerospace job, he would tell you, 'making games is



The Hoyle team took the best-selling *Hoyle Classic Games* and elevated it to the next level with *Casino*.



Gamers get an on-line tutorial with *Hoyle Poker*.

more challenging and fun."

An outstanding example of the team's creativity at work is illustrated (no pun intended) by the *Casino* characters. "Rabih AbouJaoudé, lead artist, and fellow artist Heather Ivy would draw renditions of what sort of characters should be found around the Blackjack and Poker tables," explained Steve. "Then the team would get together as a whole and discuss what we liked or didn't like about them. I think one of the reasons this worked so well was the camaraderie that developed from these open sessions. It was a classic example of true teamwork."



But just to be sure they were on track, the *Hoyle* team took it one step further. "We hired a research firm and presented our ideas before a focus group," emphasized Steve. "We found this additional feedback immensely helpful."

But these characters aren't all just pretty faces. They have attitude and they got it from a real professional, comedian Rodney Sherwood, who did most of the

voices on the last two *Dr. Brain* projects. "I think fate has something to do with our success too," added Steve. "Our *Hoyle* Designer Jim Love was on vacation when I called to see if he could come in and interview for the designer job. I left a message on his machine and he called me back from Las Vegas. Call it coincidence or fate, but the fact that Jim was in Vegas when I called

sure indicates to me that it was just meant to be."

Something for Everyone

With the addition of *Hoyle Casino* to the *Hoyle* line-up, why is Sierra bothering to offer Blackjack and Poker as single games? Steve was quick to answer that one. "That's easy—because they are *not* the same games. A key difference with *Hoyle Blackjack* and *Poker* is they offer intensive on-line tutorials that teach the novice and experienced gamer something new, like the many different variations of the game (including wild card variations in *Poker*) and betting tips. Both even include detailed statistics on the betting and game play of every player."

"With *Hoyle Casino* on the other hand, *Poker* is played strictly according to casino rules with fixed bets. And you have to remember that *Poker* and *Blackjack* are just a part of the casino experience. In addition to those games, *Casino* also offers craps, 30 slots, and a fully rendered 3-D roulette wheel and table. The casino experience puts a whole new spin on the games. I think gamers will find all the *Hoyle* titles a lot of fun and challenging. I also see them wanting all of them because they are so different."

Deal Them on the Internet

"A new feature that I'm really excited about in *Hoyle Blackjack*, *Hoyle Poker*, and *Hoyle Casino* is that they all have Internet play capabilities," said Steve. "It's a '90s twist on the old Friday night card game, since you can have players from the next city or country at the table. We found this out firsthand when

we Beta tested *Poker* and *Blackjack* on the Net. One regular player was from Scotland, which just goes to show you the worldwide appeal these games have. The only thing missing from our games were cigar smoke and potato chips."



Are you ready for a Jackpot at the Slot Machines? Watch 'em spin.

A Winning Hand Every Time

The *Hoyle* card games have been phenomenally successful. Maybe it's because they offer state-of-the-art technology unmatched by other games. Or it could be the superb graphics rich in details. Then again, maybe it's that



The *Hoyle Classic Games Series* is still popular after its 1995 launch.

everyone loves playing *Hoyle's* traditional card games on the computer. It's probably all the above. Make your holiday shopping easy this season and give *Hoyle* card games, a sure winner every time.

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www.sierra.com/games/hoyle/

Doin' the Time Warp of Dr. Brain

By Stephen Regron

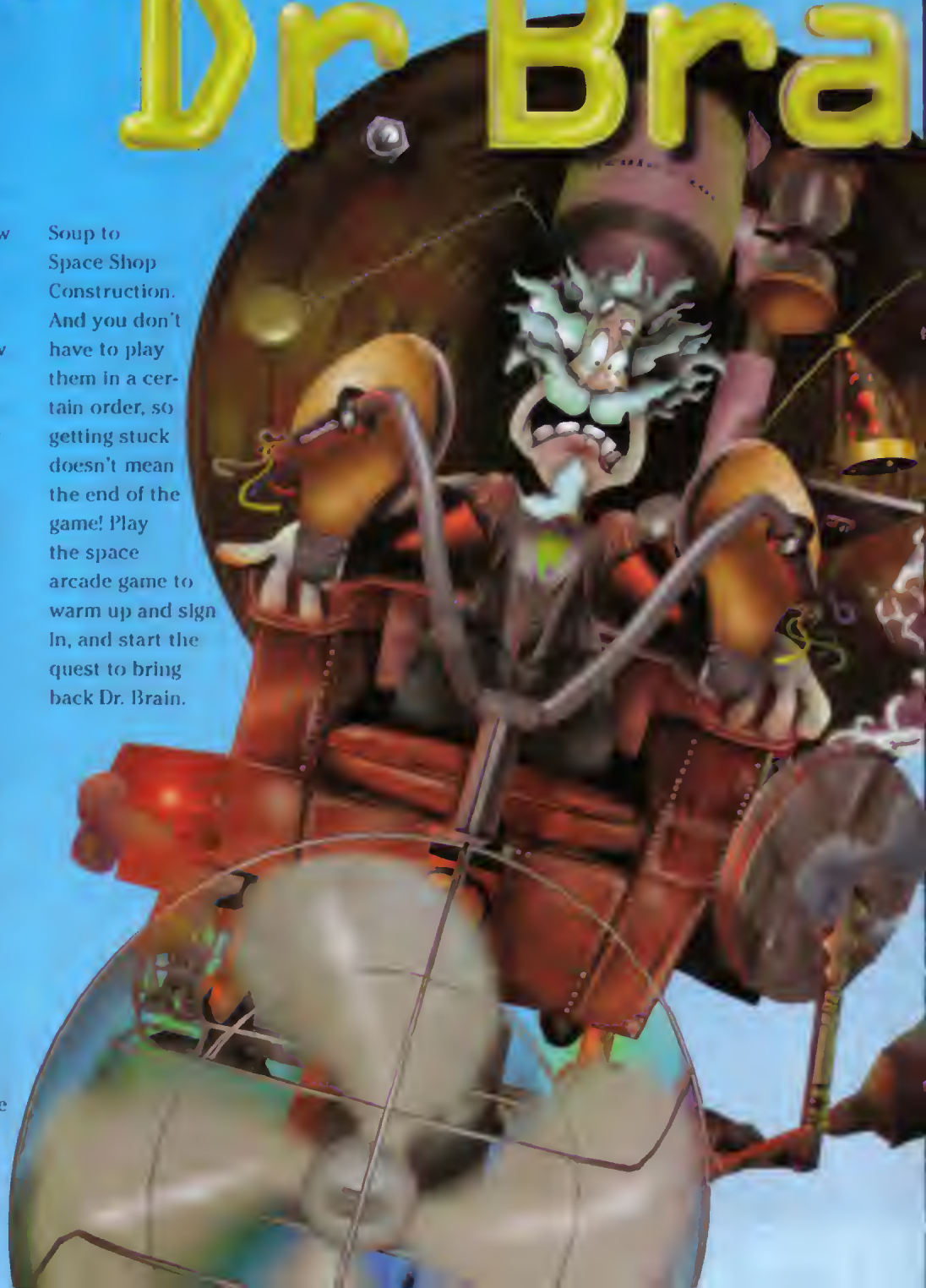
Dr. Brain is at it again! This new adventure in the popular series continues the Dr. Brain tradition of building mental muscles with all-new puzzles, a zany time-travel twist, and fun-filled adventures so wild that you know the dear Doctor must be in the thick of things.

Never before has Dr. Brain been so realistic and compelling. With hot new 3-D Studio-rendered characters, CD-quality music and audio (and more attitude than ever before), *The Time Warp of Dr. Brain* fits the bill for new and exciting!

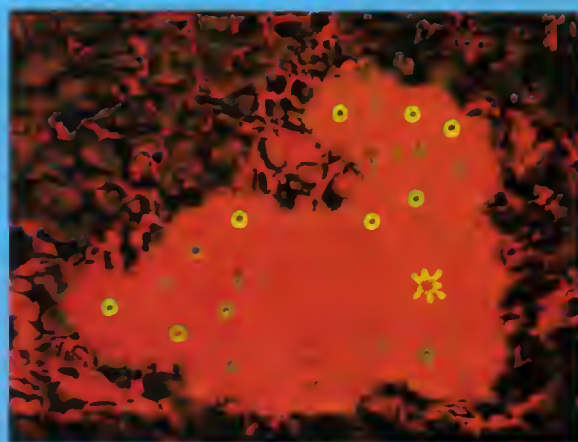
This adventure unfolds as Dr. Thaddeus P. Brain is back in his lab working on a space-time (Dis)Continuum formula. As you might expect, he has gotten so caught up in his work that he's accidentally zapped himself all over time, and it's up to you to bring him back to the present. No easy feat, considering you'll have to travel from the primordial to the future and along the way solve the greatest puzzles of all time! Warning!! To do this, you'll have to think like Dr. Brain himself!

Time Warp features 10 unique puzzle areas. Each one corresponds to a different era in history from Primordial

Soup to Space Shop Construction. And you don't have to play them in a certain order, so getting stuck doesn't mean the end of the game! Play the space arcade game to warm up and sign in, and start the quest to bring back Dr. Brain.



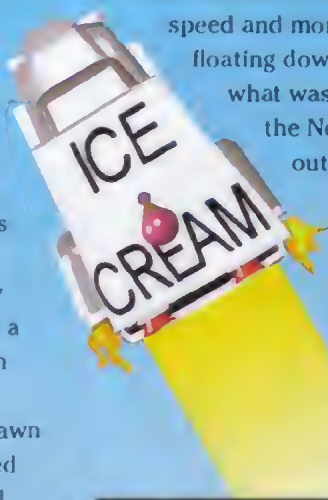
Like the Codie Award-winning *The Lost Mind of Dr. Brain*, *Time Warp* has been built on Howard Gardner's *Theory of Multiple Intelligences* and Paul D. Maclean's *Triune Brain Theory*. The puzzles will help develop skills from sequential programming and motor skills to what-if analyses and sign language. They are as fantastically addictive as they are educationally challenging.



The choice is easy—eat or be eaten. It's that simple (sort of) to play Primordial Soup.

This is easy at first, when all you have to do is balance a bunch of branches on your nose and push them over to one of two banks. It gets more difficult when the water current increases in speed and more debris begins floating downstream—so that what was once a stream in the Novice level turns

out to be a raging, debris-filled river in the Genius level. The spans get longer as the level of difficulty increases.



It becomes harder to scare the otter away as you become more preoccupied with other obstacles. Organize your thoughts on building, and do what's most important first as you learn some interesting principles of physics and fluid dynamics. Ordering your priorities is key. Hint: Don't swim too close to the bottom of the screen.

Alchemy

Most of the time, introducing a child to algebra is about as exciting as introducing him or her to cauliflower. Except here. The key skill in this area is linear equations. $2x$ of this, plus $1y$ of that minus $2z$...can sound horrible if it's not presented by Dr. Brain. But show an old Alchemy laboratory with a contraption (that includes funnels and gargoyle heads) that whirls and twirls, hisses and splits, in a game where you have to match the four properties of a sample, and kids go wild as they work to learn this stuff. Just don't tell them it's algebra!

To start the game, you get a sample element in a jar on the good Doctor's table. All you have to do is use the chart to match the elemental properties without letting your mixture turn into sludge. With 60 games, four properties (temperature, weight, sound, and color), the ability to reverse the

Primordial Soup

In the Primordial Soup game we see ourselves in the beginning of time as an amoeba, scrounging around for food, fighting off viruses, fusing and separating, trying to dominate all the other amoebas in a big murky pond of ooze. Feel the power of Internet play as you navigate through a minefield of viruses. Dash around as viruses try to attack your cells and spawn new viruses. Bring an infected cell near your opponent and watch it explode with viruses as it infects the enemy! Dominate the pond! Eat or be eaten! Arrr! Arrr! Arrr! More power!

But seriously, now, with the Internet play option, Primordial Soup is the most interactive game of the bunch. Connecting to Sierra's Internet Gaming System (SIGS) allows you to compete against and chat with live opponents. If you got nothing else in *Time Warp*, this puzzle area alone would make it worthwhile.

Beaver Dam

In Beaver Dam, you'll have to battle the river flow with stray logs, an evil otter, annoying northern pike (a fish with sharp teeth), and some playful turtles to build a dam across a riverbank.



Unlock the secrets of the universe, or algebra at least, as you mix and measure, boil and toil in the alchemy lab with Dr. Brain.

process, and Dr. Brain always present, the YUK word (algebra) won't come up often.

Space Shop

Do you like to build stuff? Can you assemble things without looking at the instructions? Do you want to be able to? Practice Space Shop! Suddenly, you're transported into outer space where you are part of a construction crew building space stations. At the Novice level, you'll have to build stuff in a 3x3x3 grid. First, analyze the plans, then choose the correct pieces, choose the correct orientation, then teleport the piece to the construction site. Sound easy? Just wait 'til you graduate to the 5x5x5 grid of the Genius level. You will learn to use your imagination to visualize and build increasingly complex objects. Hint: Don't submit the construction for approval too eagerly.

Brainwaves

In Brainwaves, Dr. Brain gives us a glimpse into the infinite future of humanity's development—we all become giant thinking brains and live purely by cerebral power. And you'll need this game to develop the ability to reason



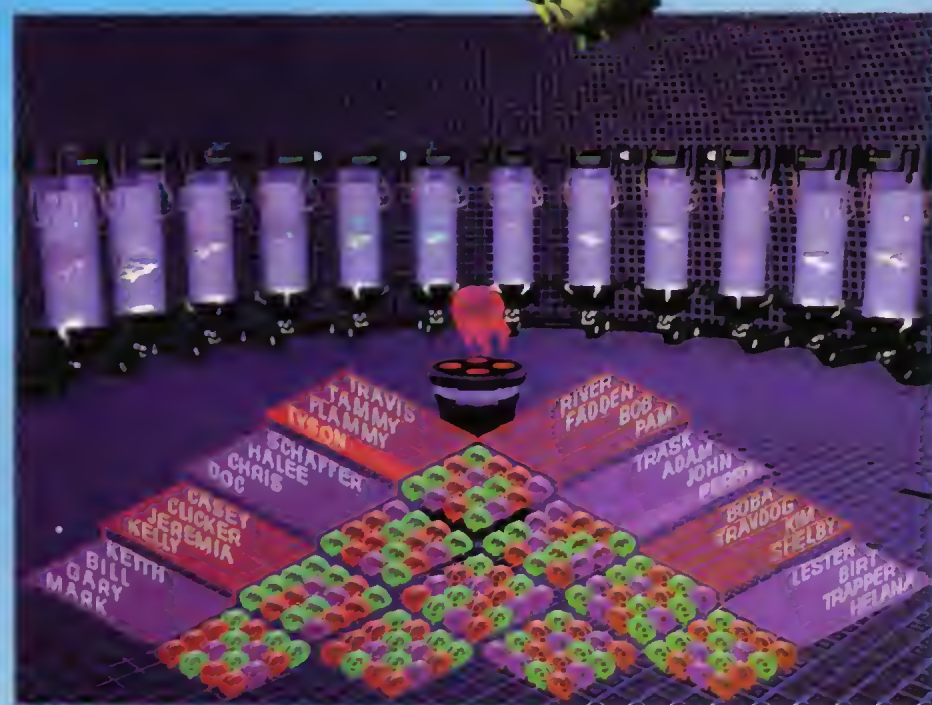
A job that's out of this world. Grab your hammer and O₂ tank and catch the next shuttle into space. You're building a space station.

False. You win when only the proper True cells are selected. HELP, Dr. Brain! We need more brain power!

Other wild, brain-building puzzles include navigating a lung fish through a cavern maze (without running out of

in Monkey See Monkey Do; and explore the most fun you could ever have as a traffic controller in a futuristic grid-locked city.

Three levels of difficulty (Novice, Expert, and Genius) will challenge all members of your family. If you get stuck, you can call on Dr. Brain anytime for built-in help. He's always available to provide hints or make you laugh with his off-the-wall comments! This dazzling, multimedia experience features brain-expanding fun for the entire family. *The Time Warp of Dr. Brain* is recommended for ages 12 through adult, so don't let your kids stop you from playing.



That's some Brain Power you're up against when you face the esteemed panel of "brains." Show them your gray matter in this cerebral meeting of the minds.

deductively while you're in the Here and Now. Dr. Brain gives a puzzle, and you must discover the answer from the clues of a panel of brains. Set the cells in the grid to True or

oxygen) in Spelunking; remembering sequences of stashing and retrieving eggs in Incubation (Lizards & Eggs); re-create a musical sequence to prompt a Caveman band in Caveman Rock; beat the signing gorilla at his own game before he makes a monkey out of you



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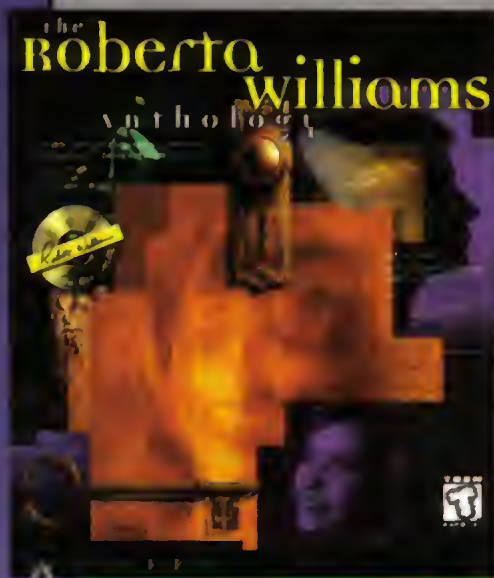
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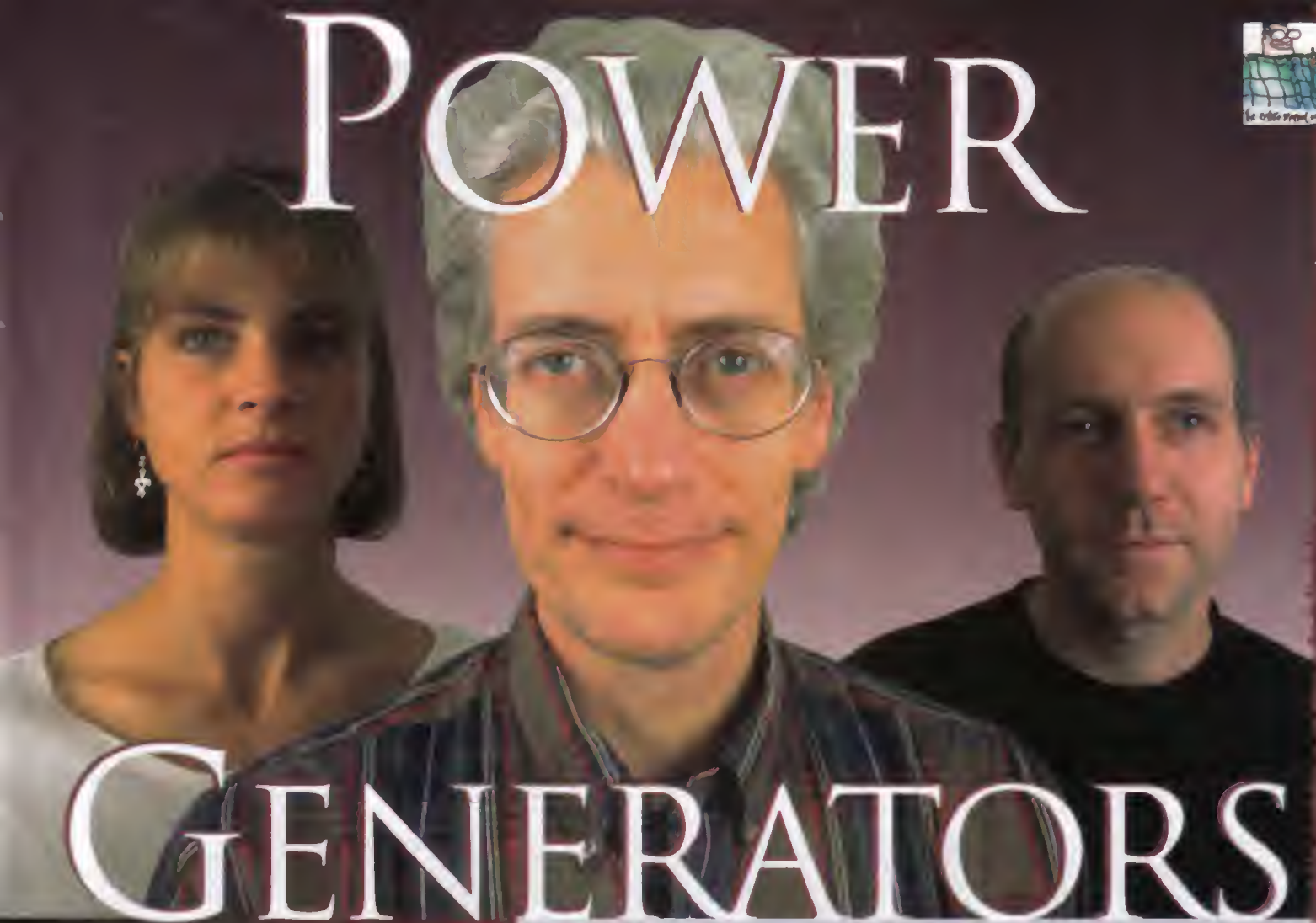
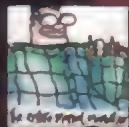
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Karen Thomas, Elon Gasper and Eric Tangborn, part of the *Power Chess* team

IN THE LAND
OF COMPUTER
CHESS GAMES,
THE ONE THAT
“SQUIRMS”
IS KING.

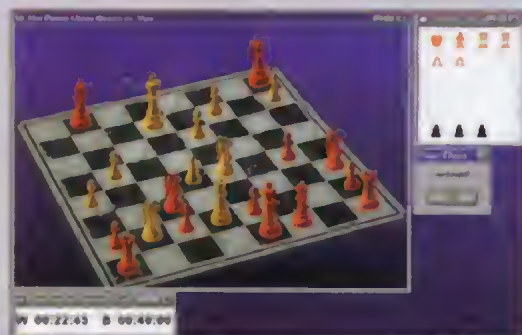


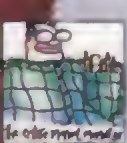
by David Senan

About two years ago, Sierra decided to change computer chess forever. The first challenge was getting into the heads of computer chess players and addressing what they were missing in computer chess games. The second order of business was putting together a strong development team capable of creating a game that appeals equally to hard-core chess players and beginning chess enthusiasts. The result is *Power Chess*, a game so unique International Grandmaster and two-time U.S. chess champion Larry Christiansen calls it “the first innovation in chess programs in more than a decade.”

To understand what makes *Power Chess* so unique, it is important to get to know three key members of the development team: Lead Designer Elon Gasper; International Chess

Master and Programmer Eric Tangborn; and Associate Producer Karen Thomas. Elon’s expertise in computer game programming and love for the game of chess make him the perfect leader of the team. Eric’s intimate knowledge of the game of kings and his ability to smoothly translate its nuances onto the computer make him invaluable to the *Power Chess* team. Karen’s varied background in graphic design and computer game production assures that *Power Chess* looks and feels more polished than any other computer chess game ever produced.





These three power generators bring very different perspectives to the design of what *Computer Games Strategy Plus* calls "the finest innovation in serious chess products ever to hit the streets."

An Adaptive Opponent That Would Be King

Elon's love for the game of chess has led him into one of the most challenging and intriguing projects of his life: developing a computer chess game that actually makes improving your skill fun. Other chess games available don't accurately simulate what it's like to play chess against another human. Enter the first adaptive opponent ever to hit computer chess—the



Power Chess King. As you play against the King, he adapts so that he always plays just a level above you. As your game gets better, so does his. He is always the perfect challenger, pushing



The Power Chess King is an adaptive opponent, who always plays just a few levels above you.

you in every game to do your very best. Up until now, PC chess games pitted players in "death matches" against invincible chess engines that chewed you up and spit you out. That wasn't acceptable.

"What we've done with *Power Chess* is give you a real opponent that simulates what it is really like to play against another human. We've

addressed the shortcomings of other chess products by giving people an adaptive opponent, the Power Chess King," explains Elon.

The King addresses the emotional side of the game. Humans are psychological creatures and part of the fun of playing chess is forcing your opponents into making mistakes. "The problem with playing chess against a computer is that they don't make mistakes.

They don't play with emotion. They don't squirm—until now." In the Power Chess King, you get an almost human opponent that improves your game by making you stretch yourself every time you play him. No other computer chess product has ever done that.

From One Master to Another

Face it, no matter how good you are at chess, wouldn't it be great to have your own personal coach? Someone to watch your every move in every game? Someone to analyze your moves and offer instant feedback and advice? No one knows the

value of a coach better than Eric Tangborn. Eric is an International Chess Master and his International rating of 2455 places him in the top 50 players in the United States. His expertise at both chess and game programming makes him a valuable member of the *Power Chess* development team. "The Power Chess Queen





The Power Chess Queen watches your games with the King and offers immediate feedback.

provides instructive comments to players of all levels. Powered by the WChess engine, she is capable of beating many of the world's grandmasters," Eric says about the Queen's coaching skills. "Yet she's patient, instructive, entertaining, knowledgeable, and she's always there for you—in every game. Many of the top coaches in the world charge close to \$100 an hour. There's tremendous value here," he explains.

Eric worked very closely on the Queen's commentary. "I worked on the software that allows the Queen to discuss her analysis with a player who has just completed a game with the Power Chess King," he says. "The combination of the entertainment and instructional value of her commentary is special because it is something that has never been seen before in any computer chess product. *Power Chess* really doesn't have any competition—it's unique."

Practice Makes Perfect

No matter how many times you hear it, one thing is always true: practice makes perfect. That is exactly the reason that *Power Chess* features instant access to the Internet. Through the Sierra Internet Gaming Service (SIGS), players

show off their new-found skills. Play countless other *Power Chess* users anytime, anywhere in the world.

"*Power Chess* makes you a better chess player and it makes improving your game fun," explains Karen Thomas. Internet play is a perfect fit. Not only can you challenge other *Power Chess* players anywhere and carry on dialogues through the Chat feature, you can analyze your games

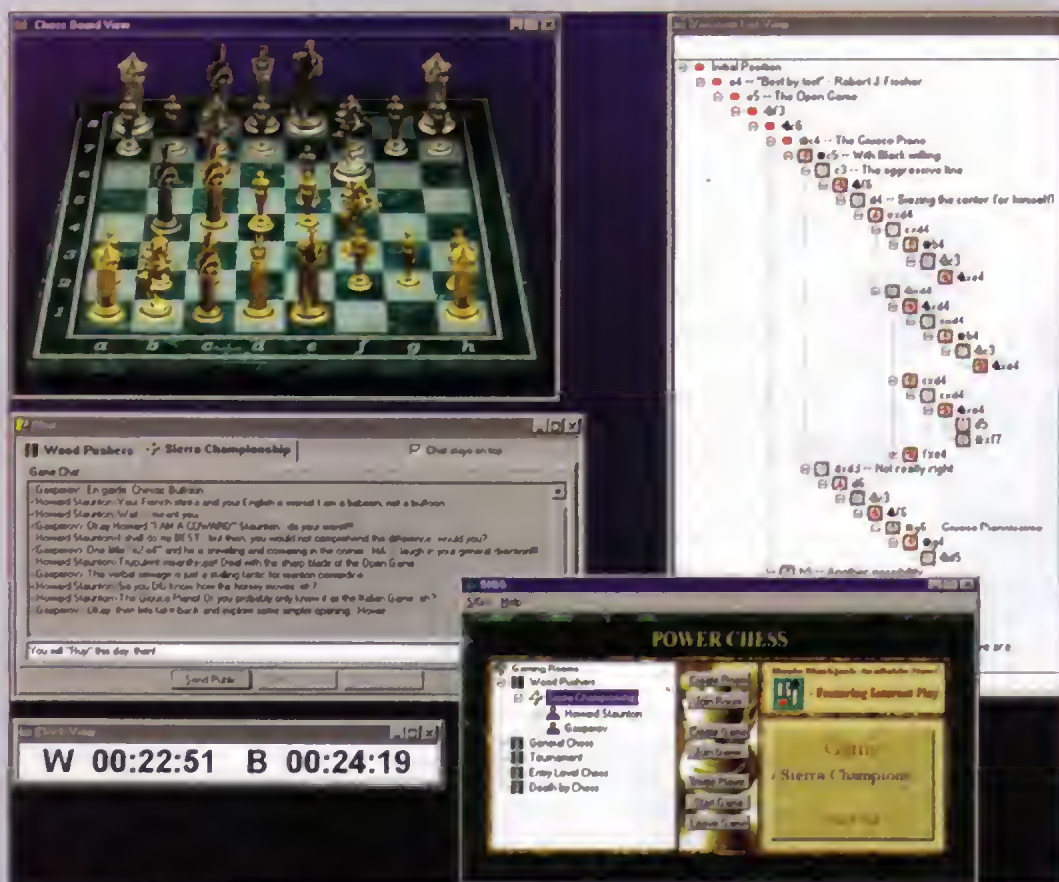
using the Move and Variation List tools," says Karen.

The Chat feature allows players to "talk" to each other over the Internet during games. Rub it in a little when attacking your opponent's King. Or question them as they try to put you away. There's also a library of quotes from the Queen. Send your own jibes or let the Queen do it for you. Use the Chat feature to taunt your opponent or to coach them. The choice is yours.

"It's the first innovation in chess programs in more than a decade."

—Larry Christiansen, International Grandmaster

Whether you're looking to improve your chess game or to just have fun trying, *Power Chess* delivers the most exciting features ever in a computer chess game. In one box you get the perfect opponent, the Power Chess King; your own personal master-level coach, the Power Chess Queen; and instant access to the Internet so you can show off what you've learned. Computer chess will never be the same.



Over the Net, you can play other *Power Chess* users anytime, anywhere in the world.

With his stop-and-go power, Barry can not only cut on a dime, he can give you change!

A Meeting

They say that football is a game of inches, but for the Detroit Lions it usually comes down to a couple of feet—Barry Sanders' feet. Since his start in the pros as Rookie of the Year back in 1989,

Sanders has turned winning performances consistently and logged more than 1,000 yards rushing in each of his seven seasons. He holds every major Lions' rushing record.

In late June of this year, *Front Page Sports* Developers Pat Cook and Scott Youngblood met with Barry Sanders at the shrine to athletes' feet—the Beaverton Oregon Campus of Nike, Inc. Standing just 5'8" in his Nike Crosstrainers, and weighing all of 200 lbs., it was difficult at first to equate this quiet and reserved gentleman with the energetic battle tank we see on game days. But as we discussed Sierra's *Front Page Sports: Football Pro '97*, the multi-award winning football

sim that carries

Barry's picture on the cover, his intense concentration emerged.

The Kickoff:

Our meeting kicked off with a recap of the current *FPS: Football* game. News of the continued market dominance of the sim, and the numerous accolades it's received, brought a broad smile to Barry's face—this is a man who lives to win. "It's good to know people are responding like I did when I first saw

the game," Barry said. "But I already know you guys do good work. I'm interested in how you've made it better." It was then that a single bead of sweat formed on Director Scott Youngblood's forehead.

Show Us What You Got:

Then the tough part began: impressing a man driven by excellence both on the field and off. Barry immediately appreciated the graphic enhancements in the game like the motion-captured players

"It's already the most realistic game out there... I'm working with the designers to make it better."

rendered at 16 separate angles—each so crisp you can see the players' jersey numbers. "It's great to see the graphics becoming so precise," said Barry. "When you're trying to anticipate the QB's throw, watching the angle of his body is especially important."

Get Real:

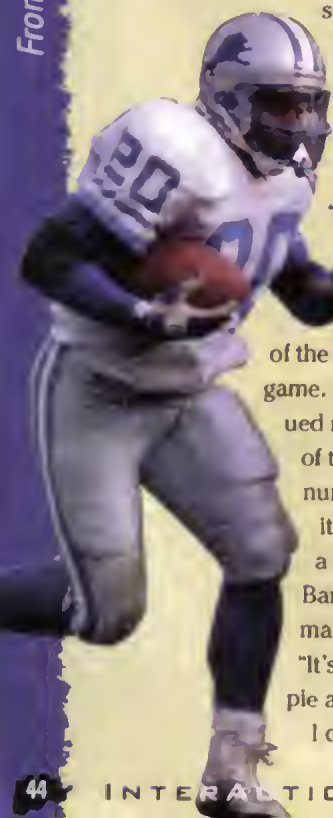
Finally the review of play mechanics began. Was the new simulation "real" enough? This was the true test, since Barry has spent countless hours running tens of thousands of yards from end zone to end zone in every stadium in the NFL. *FPS* Designer Pat Cook went off on a tangent about the effects of humidity on a player's stamina and suddenly remembered who he was talking to. He trailed off in mid-sentence as he mumbled "...uh, but I bet you already knew that."

Despite Pat's embarrassment, it was easy to see that Barry appreciated Pat's passion for the game. "In my business, a guy can't be too intense," he stressed. While he didn't know what it was called, Barry was immediately impressed by the intuitive AI in the game. He summed it up best when he said, "The teams in the game play just like the real teams do." For example, the Lions employ the run and shoot, and Elway's Broncos have a knack for fourth quarter comebacks. This game is real—right down to simulating the tendencies of the real teams.

Barry Knows Football:

Then Barry caught us by surprise by asking some pointed questions about inaccuracies that appeared in past versions of the game. "What have you done to make trading players and acting as the general manager more realistic?" he asked. All eyes focused on Scott Youngblood, whose initial look of trepidation disappeared into a confident smile. Then he said something that no player in the NFL has ever been able to say to Mr. Sanders.

"We're one step ahead of you," he explained. In *Football '97* you can make multiple player trades. Say you want to trade someone like Rick Mirer (Seattle Seahawk quarterback) for Drew Bledsoe (New England Patriot quarterback). That's not a fair trade one for one, right? But in *Football '97*, you can throw another player such as Seattle's Cortez Kennedy



With

into the trade mix just to even things up.

That got Barry's attention. "Now we're talkin'. That's the NFL. That's the real game!" he exclaimed with that famous intensity. Guess what, Barry—the news gets even better.

FPS: Football Pro '97 Season comes loaded with over 10,000 plays. There's also 16 different camera angles so you can see each play from places including the end zone, the backfield, the sideline, the owners box or the Goodyear blimp. The game is completely up-to-date and even includes the Baltimore Ravens.

One-on-One Coverage:

Then Barry asked another question that clearly proves he plays this game—a lot. "Playing alone is certainly fun for practice, but nothing beats getting tough with a real opponent. That's what sports are all about. How do I play against someone else?" he asked.

Again, Scott Youngblood fielded the question. "We've included modem and LAN support in *Football '97*," he replied. The game now supports both modem play and play over a Local Area Network. In addition to playing against the computer, you're able to play against other owners, coaches, and keyboard quarterbacks who use *FPS: Football Pro '97 Season*.

The FPS designers have a picture of Barry Sanders above their desks in their office, an image that has offered great inspiration as they put the finishing touches on *Front Page Sports: Football Pro '97 Season*. After all, when you sit at the feet of Barry Sanders all day, every day—you have to know that only greatness will do.

Barry Sanders

“When God created Barry, even He didn't know what He'd made.”

—Matt Millen, Fox TV

have you on the mat. They just slowly and methodically grind the game away until you want to scream in frustration and toss your computer out the window. There's no psychology to the way they play the game. This is the first thing that Elon decided to change.

"It's always bothered me that chess programs never seemed to really advance beyond the 'Crush the human!' paradigm," explains Elon. "I saw this as a challenge." Then in early 1995 Elon figured out the answer: "I was brushing my teeth and thinking about all the cool new stuff coming in Win 95, like memory-mapped files, pre-emptive multi-tasking, multi-threading, and various other process and thread synchronization and communication techniques." (Yes, that's really the way he talks!) That's when he invented a way to develop a chess game that is both a superior chess machine and a fun competitor. A game with both precision and pizzazz. "The answer wasn't to use ONE chess engine," explains Elon. "The answer was to use TWO engines — running as separate processes, communicating with a multi-threaded MUI front-end application via anonymous pipes! It's so obvious!" (See? We warned you!)

The Ideal Opponent: Powerful, Human, and Sometimes ... Beatable

Elon built his first chess engine on a university mainframe 25 years ago. And if there's one thing he learned from that experience, it's that these beasts take way too long to buff up to their best! So the first step in creating the *Power Chess* team was to recruit the best PC chess engine available. That engine is the acclaimed WChess, the program that won the prestigious Harvard Cup man-machine tournament by beating the most human grand-masters ever!

Elon's ideal engine, built on the WChess foundation, is based on an intriguing concept: that chess players get better when matched up with opponents who are better than them, but not so much better that it's impossible to win. This makes perfect sense. The most excruciating way to learn any skill is to be pitted against someone (or something!) that beats your pants off every game. Would you expect to learn how to hit a baseball with Randy Johnson throwing batting practice? This was the first problem that Elon solved. He modified WChess to create a human-like competitor. He calls this perfect sparring partner the Power Chess King.

The Power Chess King gets to



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know your style and your strengths during your first several games with him. He adjusts to play at a level just slightly higher than you, making you stretch yourself enough so that you are constantly learning from your games against him. It's also a lot more fun to play him because he can be beaten. But don't get overconfident! As your game gets better, so does his. He literally learns from what you learn.

Playing a game against the Power Chess King simulates playing against a human opponent. When the King starts to lose, he gets down on himself and might become unable to regroup. When the King gains the upper hand, he's liable to pounce too quickly. As with most human chess players, these scenarios often lead to risky maneuvers, if not outright mistakes. That's the psychology of the game of chess. It's your task to recognize these misjudgments, exploit them, and go for the win.



Elon Gasper is the designer and self-proclaimed "chess nut" responsible for *Power Chess*.

The Power Chess Queen: Mentor, Coach, and Daunting Grandmaster

But Elon knew that the perfect opponent wasn't enough. *Power Chess* also puts you in the game by giving you a secret ally, the Power Chess Queen. The Queen literally watches your game with the King and then, immediately after the finish, she goes over every move with you, chronicling your strokes of genius and, more importantly, your mistakes.

The Power Chess Queen begins TALKING to you as soon as the game ends, in plain English and with a beautiful clear voice, as she goes over your moves. While she speaks, players can choose the level of detail and the tempo of the Queen's discourse. They can even skip back and forth with VCR-style controls. The Queen illuminates the pieces involved, lights their paths on the board and diagrams the moves for you. "People learn better when they can listen, watch and control all at the same time," Elon says. "*Power Chess*

simulates exactly what it's like to play against another human, and to immediately review your games with an expert player. This is exactly what multimedia is for."

By the way, you can also play the Power Chess Queen herself—but be warned: if you do, you're playing WChess itself, straight out of the bottle! She'll offer hints — but no mercy!

Chess Like You've Never Seen Before

The combined power of the King and Queen gives *Power Chess* its potency. Using the unique capabilities of Windows 95, these two chess engines work simultaneously, though individually.

Power Chess provides powerful tools for the serious player, too, including variable format move lists, editable annotation fields, and variation tree views of alternative lines of play, integrated with the board display for quick point-and-click action. Plus *Power Chess* supplies dozens of other opponents for you to play, each with unique styles and abilities. Or create personal opponents with customized styles, strengths and opening repertoires.

Check Mates: Test Your Skill ... Across the Globe

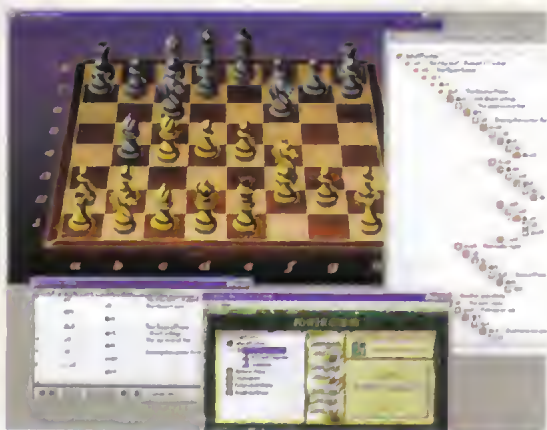
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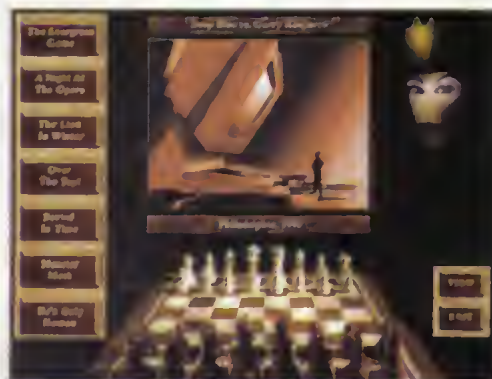


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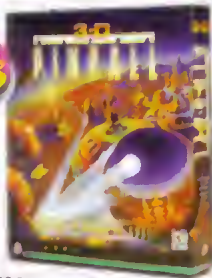
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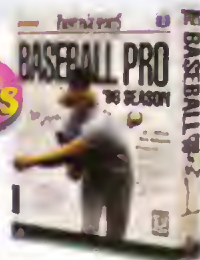
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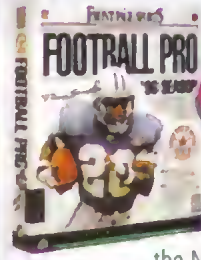
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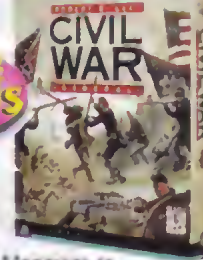


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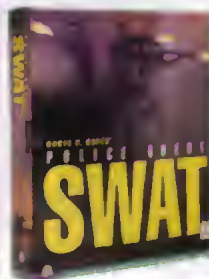
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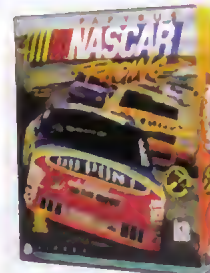
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Meet the Edge behind the



K.A.A.



In an industry full of copy-cat games, the best ones are created by the people who carve into the future.



Jeff Tunnell



Chris Cole



Randy Thompson

"It hurts being on the bleeding edge. But we like that kind of pain." —Chris Cole, k.a.a.

Recently, a rebellion of sorts broke out at Sierra's Dynamix offices in Eugene, OR. A militant group of developers decided it was time to shake Sierra out of a mid-life crisis. They called themselves k.a.a. "Our first reaction was to shut them down," said Sierra CEO Ken Williams. "But I changed my mind...I've been called a rebel myself...I recognize the power rebellion creates, so I said 'OK, k.a.a. Give it your best shot.' They've been getting away with murder ever since, but as long as they deliver the goods, I'll put up with it...When they stop, I'll enjoy firing their a@#es."

If Ken said that to try to scare the k.a.a.'ers, it didn't work. Clearly, these guys have their own agenda and if that means they have something to prove—well—get out of their

way and they're going to prove it. "We are what the rest of Sierra isn't," states k.a.a. Lead Programmer Rhett Andersen. "You could say that k.a.a. stands for 'knot another adventure game...Sierra makes enough of those...we wanted to do something different...We wanted to kick a little a@#."

Although the k.a.a.'ers admit they made their decision to declare their independence one night over many beers, there's been no second thought. "We wanted to break away...do something different...and the suits are giving us

the space we need to do it here," says Anderson. See for yourself on the following pages the first two k.a.a. titles, *Hunter/Hunted* and *CyberGladiators*.

"A lot of games today are designed by committee. Committees can't design."

—Jeff Tunnell

OK Punk, choose your weapons

There's nothing wrong with violence as long as it doesn't get in the way of good game play. Look at games where you can have a limb severed, lose a few buckets of blood, and still keep fighting. Life ain't like that. We think that violence is very cool, if it makes the game better.

"Titles like Quake and Doom suffer in this respect," says *Hunter/Hunted* Art Director Brian "The Brain" Hahn. "The violence is way too fake. *Hunter/Hunted* is more real than that." Designer Chris Cole agrees, "We took a no-holds-barred death match approach to game play. *Hunter/Hunted* is a brutal game. Its theme is kill or be killed. If you want cute, watch the *Disney Channel*." To make it as real as possible, the team motion-captured the moves for Jake, the Hunter Beast, and the rest of the enemies. You may not understand just how real the game play is until you see the Beast using its spiked club to play baseball with Jake. All you can say when you see it is "Ouch, that's gotta hurt!"

When k.a.a. set its sights on *Hunter/Hunted*, they knew the game would generate a lot of controversy on many different fronts. "We decided to take an action game platform that no one had been able to do successfully on PCs—

side scrollers—and make it dominate," says designer Cole. "We didn't want to compete against the hundred or so first-person shooters that have flooded the market; their graphics are heavily pixelated and just plain outdated. We wanted to create something that hadn't been done before."

Hunter/Hunted takes place in a not-too-distant future where mankind has been enslaved by an alien race whose favorite spectator sport is fast-action human/mutant beast death matches. You're on today's play list in one- or two-player mode as either the human Jake, a hard-bitten warrior who is accomplished with everything from fists,

knives, and pistols to rocket launchers—or as the Hunter Beast, a horned behemoth who combines sheer brute strength with hand weapons designed to crush and maim.

Each combatant has strengths you can use—or exploit. Jake beats the Beast with weapons like shotguns and rocket launchers, and he can scoot when he needs to. Beast is stronger, can take a lot of abuse before it goes down, and can crush Jake with a few blows

"Hunter/Hunted is a brutal game. You want cute? Watch the Disney Channel."

—Chris Cole, Designer

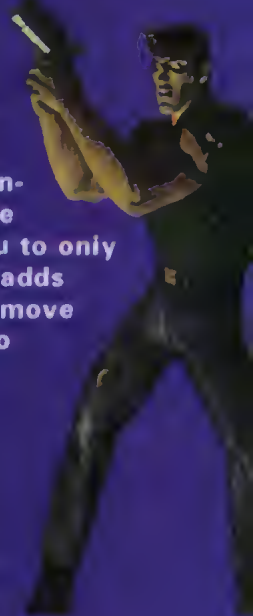
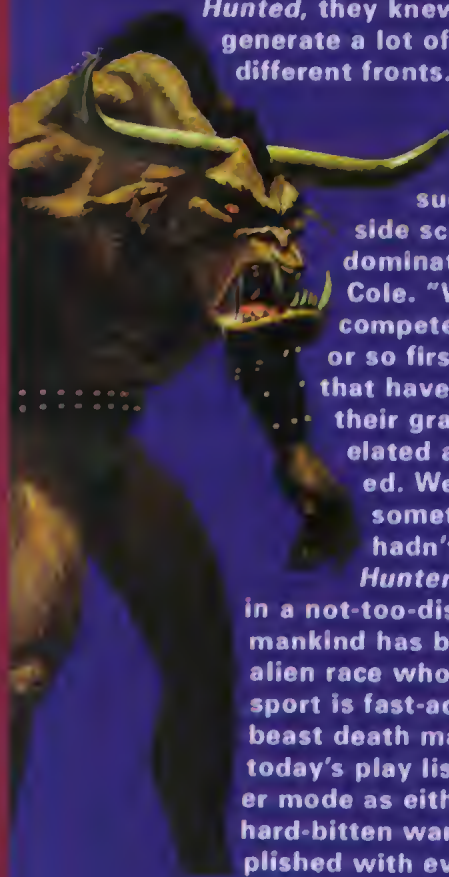
of his spiked club, if he gets close enough. The bottom line—if you are Jake, you want to keep your distance and blast away. If you're the Hunter Beast, get close and pound away. Who said foreign relations aren't fun?

Death in 3-D

Graphically and in game play, *Hunter/Hunted* adds a new dimension in side-scrollers with its high-res 3-D look and feel, then drive the dimensionality home with the addition of Z-plane scrolling. While other games allow you to only scroll left, right, up, or down, Z-plane adds depth to the game play. Now you can move into and out of the game in addition to standard scrolling. A level in *Hunter/Hunted* might be five screens tall by seven screens wide, and 10 or 12 layers deep.

Bleeding Foreheads

As a one-player game, *Hunter/Hunted* maxes out your adrenaline meter as you run the tunnels and mazes, either hunting down or being hunted by the other. But the game really makes you twitch when you get





Both Jake and the Beast have their advantages. Jake has the firepower, the Beast, brute strength and primitive weapons.



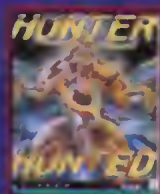
In two player mode, there are plenty of opportunities for Jake and the Beast to prove who's best.

into a horizontal split-screen, head-to-head match against another human player. Since the game supports a combination of keyboard, joystick, or gamepad in addition to the shared screen format, you can sit shoulder to shoulder with your buddy/opponent, tracking your progress on your half of the screen. These types of matches usually feature incredibly fast action because when you find the enemy, both parties pour it on—to the death. Since you set parameters such as the time limit and number of lives, you can keep coming back until you get it right.

Extra Features

One of the nice things about the aliens that placed you in this death match is that they're non-denominational. They've placed a number of cyborg enemies in the mazes that will attack and kill both Jake and the Hunter Beast with equal gusto. These creatures lurk in the shadows (hence their name, Lurkers) and attack when you come into their range.

Chameleon is a creature of camouflage and shreds flesh with her poisonous claws. Death is a



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flame-cloaked, hyper-alloy skeleton whose weapon is a blast of scorching flame. Guards, sentries, and motion-sensing weapons keep you on your toes as you search for your enemy. They also ensure that if you don't pay attention, you die.

The Lurkers add a new dimension to head-to-head play by giving you the opportunity to play cooperatively. You

"...the split-screen multiplayer feature looks mighty addictive."

—PC Magazine

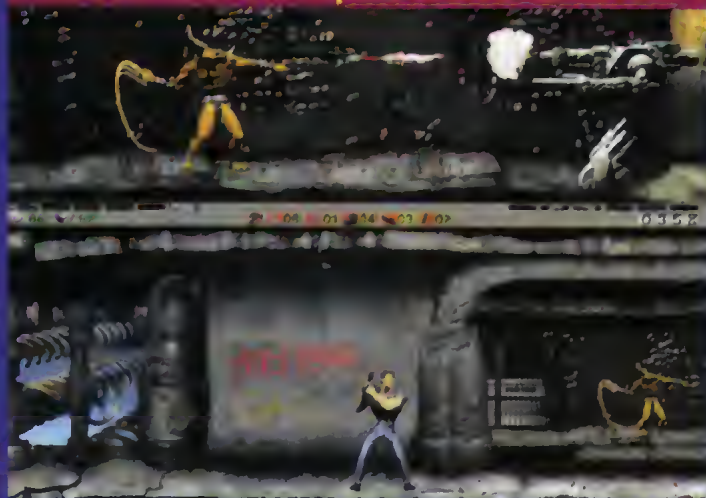
and a partner can take Jake and the Hunter Beast on a maze-crawl to wipe out Lurkers.

If you've stayed away from PC side-scrollers because all they have to offer is watered down, "me too" game play, get your hands on Hunter/Hunted and see into a whole new kind of game play. Play it and you'll know what *kick ass* really means.



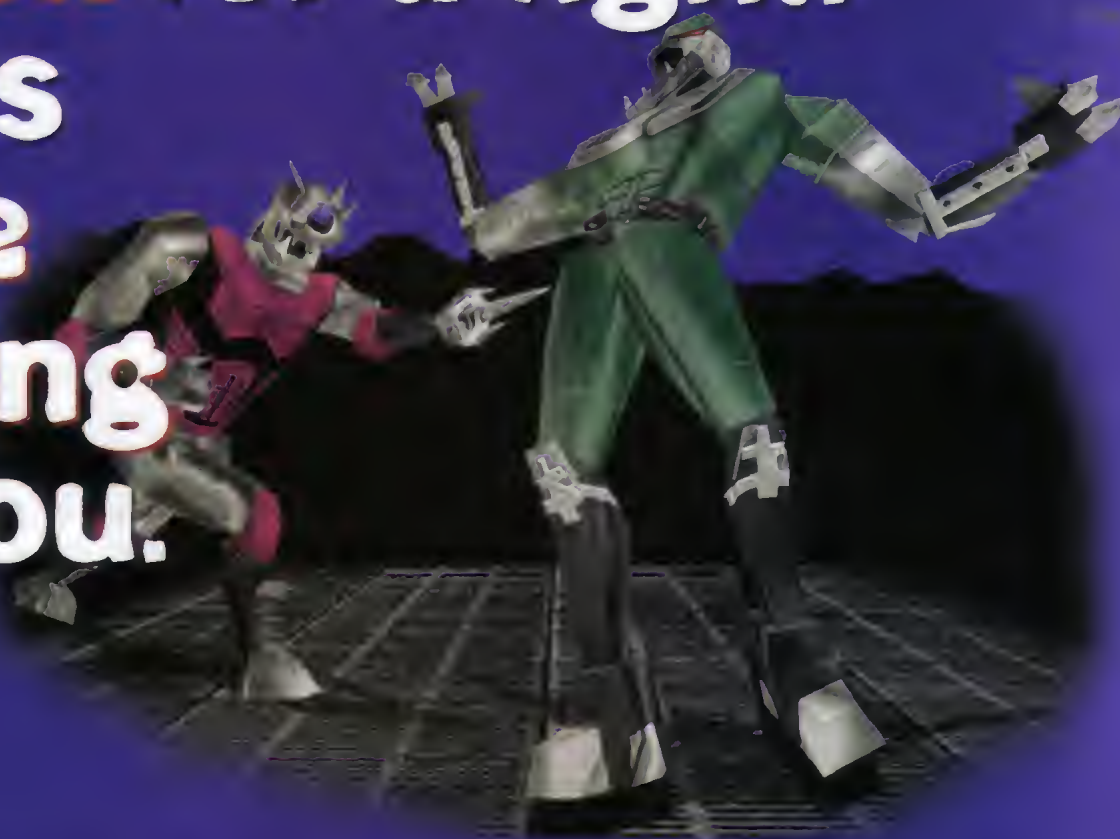
A match against Death is a battle of lead versus fire. Survive and the Hunter Beast gets a crack at you.

Head-to-Head Splitscreen Action!





Here, you don't have to look for a fight. Fights come looking for you.



CyberGladiators gives a rude wake-up call to the other fighting games out there—especially those that ruled on the cartridge game systems. PCs used to be second rate hardware for the fighting game, but a powerful operating system and a Pentium chip gives k.a.a. a nasty new one-two punch combination.

In CyberGladiators Designer Randy Thompson's office you'll find a pile of the most popular fighting games for every major set top game unit. He's ripped 'em all apart to see what makes them tick, from fighter moves down to the smallest level of code. "I like fighting games and think that most of what you can get on a PC today stinks. If I didn't believe that k.a.a. could do it better—a lot better—we wouldn't be making this game," he says.

So What's The Story?

According to Thompson, CyberGladiators are "warriors borne from a nuclear stew of chemicals, military hardware, and the collective karma of the Quaaflax Alliance's Special Tactics team, brought to life by

"CyberGladiators is a pure fighting game...throw combo attacks and you'll do well. Don't, and you get your butt kicked."

a freak cosmic storm." Part machine and part living tissue, they are sworn to serve and protect.

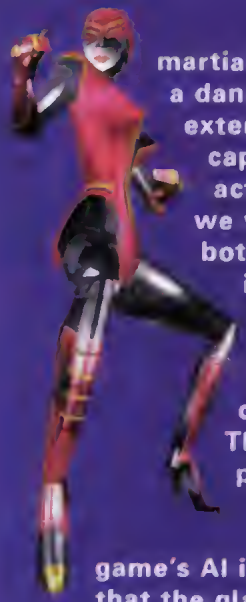
Naturally, the same cosmic storm also swept over the Dungeon star prison asteroid, dragging a galaxy's worth of computer parts and radioactive trash with it. A band of truly evil criminals were mutated into a band of truly evil CyberGladiators. When these groups collide, it's hate at first sight.

It sounds like just another lame action game story-line, so Thompson cuts to the chase. "Robots made of nuclear sludge keep their shape when you bang on 'em" he explains. "If humans got the same treatment we give these droids, they'd get mushy in a hurry."

Fighting With Style

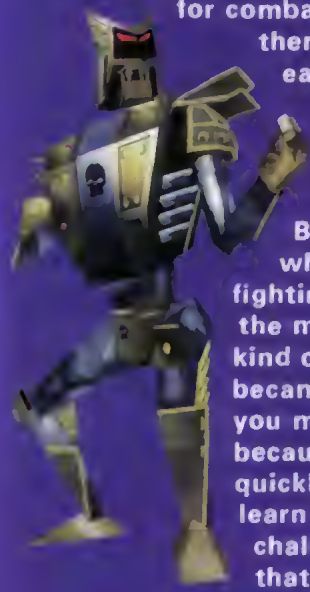
To make sure that CyberGladiators really packed a punch, the k.a.a. team brought in some big guns to help them build better brawls. "We want-

ed a mix of fighting styles that would give the warriors human-like grace...we ended up using four different consultants—a national gymnast champion, a professional street fighter/wrestler, a



martial arts expert, and a dancer—and made extensive motion captures of each in action. In particular we wanted to capture both men and women in action, so that the male and female gladiators moved correctly.”

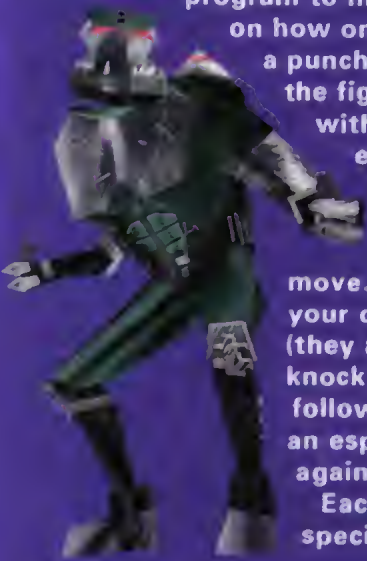
The resulting kicks, punches, and other moves were coded into the game’s AI in such a way that the gladiators learn by fighting. “One of the ways we trained the computer players for combat was to set



them up against each other and let them battle all night,” said programmer Nels Bruckner. “They’d be novices when we left, and be hard-core fighting pros when we returned in the morning. It was kind of spooky how real they became.” If you fight the computer, you might win the first few fights because you can punch the buttons quickly. But once the AI starts to learn your stuff, the action gets challenging. It’s skill, not speed, that makes you a winner.

Moves on the Fly

Much of the game’s speed comes from the use of Kinematics—a technique that allows the game program to move an entire figure based on how one body part is moved. Press a punch button, for example, and the fighter automatically steps in with the punch. This makes it easier to change your moves on the fly, so you can actually fake a punch to cover up a kick or a wrestling move. And while you can’t hit your opponents with a Dizzy (they aren’t human), you can knock them to the ground and follow up with a Hammer move—an especially vicious attack against a downed opponent.



Each cybergadiator has five special moves that deliver their



CyberGladiators brings plenty super-fast twitch moves and stunning real-time 3-D graphics to the PC platform to keep you on the edge of your seat.

strongest attack. Control is via the keyboard or a gamepad, or both in a two-player game. Playing a friend on your PC delivers the same level of head-to-head excitement as a good arcade game.

If you’re ready for PC games with attitude, the new name of the game is k.a.a. Look for it on the box.



Better be ready with lots of moves if you’re challenging the computer, because the AI will learn all of your tricks.



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BIRTHRIGHT

Bloodlines of Power

by David Senan

Remember as a kid wondering what it would be like to enter far away worlds and seek magical adventures? Well, luckily for us, some kids (like the ones at TSR™ and Sierra) never grow up. They have turned their childhood passions into a new epic computer game. *BIRTHRIGHT*™ is the computer version of the newest fantasy world created for TSR's wildly popular *ADVANCED DUNGEONS & DRAGONS*® game series. *BIRTHRIGHT* is a combination of a traditional role-playing game and a strategy/war game. Players have the opportunity to do more than just rummage through dungeons looking for treasure. Instead, they take on the role of characters that derive their power from the bloodlines of gods. There is a delicate balance between ruling, battling, and seeking adventures.

In *BIRTHRIGHT*, players are put in charge of not only their own well-being, but the well-being of an entire kingdom. The ultimate goal of the game is to establish your realm as the most powerful on the continent of Cerilia through chivalrous conquests, clever alliances, and careful management of your resources. If you defend your realm and manage it properly (while dealing with the forces of your opponents) you will be deemed worthy of being named Emperor.



It's kill or be killed in this newest action-packed release.

BIRTHRIGHT, *ADVANCED DUNGEONS & DRAGONS* and *AD&D* are trademarks owned by TSR, Inc. and used under license.



A unique, multi-dimensional adventure of battle-strategy and in-depth role-playing.

"We're all just thrilled with the way that *BIRTHRIGHT* has translated onto the PC. It's great to work with Sierra because they are as passionate about this as we are," says David Wise, TSR Creative Director.

"As PCs have gotten more powerful, that feeling of being inside a distant

"...users feel like they're existing in and interacting with the BIRTHRIGHT world."

world is much more realistic," notes Robert Clardy, the lead designer and driving force behind the PC version of *BIRTHRIGHT*. "The technology gives us the power to make users feel like they're existing in and interacting with the *BIRTHRIGHT* world."

Most of the *BIRTHRIGHT* developers at Sierra have been playing *AD&D* games since they were kids and their offices are strewn with stacks of *AD&D* books. "Not too long ago, some of us put on some armor, grabbed our

weapons, and headed out to the vacant lot next door for a mock battle," says *BIRTHRIGHT* R&D Head Alan Clark. "Working on it's been a dream come true for us."

Battles & Bloodlines

In *BIRTHRIGHT*, you begin the game by taking on the role of heir to one of 17 kingdoms, each unique in its resources and opportunities for adventure. You may find yourself controlling many treasures and resourceful subjects that lend them-

selves to powerful alliances and an indivisible army. Or you may find things to be a little harder at the onset.

Whatever the case, you will likely discover that things are not as they seem. If your loyal subjects grow tired of your rule, they may be drawn away by the awnsheghlin (the inheritors of an ancient evil bloodline).

Beware the manipulative Rhoubie, Manslayer, or your most feared enemy—the Gorgon. Sierra's *BIRTHRIGHT* is true to the math models that are used in TSR's dice role-playing game. The PC acts as Dungeon Master, processing the paperwork traditionally associated with *AD&D* games. TSR's Ed Stark, one of the *BIRTHRIGHT* designer,

sees this as a key feature. "*BIRTHRIGHT* has translated perfectly into a computer game. For those not already familiar with the dice game of *BIRTHRIGHT*, the computer version makes the concepts very easy to understand." *BIRTHRIGHT* is also a nice substitute for players of the dice game because the smooth, dynamic interface and 3-D graphics hide the dice rolls and paperwork that dictate

all of the action," he said.

What distinguishes *BIRTHRIGHT* is the wide variety available. When you go to war, you may participate in the 3-D battle sequences in real-time or have the battles played out for you. Stay in charge of all of your domestic policies while out adventuring and conquering foreign lands, or have one of your computerized henchmen take charge for you. You can become one of 34 different regents, each with hundreds of unique characteristics. *BIRTHRIGHT* also offers many options on the speed and style of play, so you have your choice of a slow paced, thoughtful RPG structured game or a fast action real time game. The end result is unlimited replayability, and a unique adventure every time you sit down at your PC.



Go head-to-head in real-time combat against deadly menaces.

BIRTHRIGHT can also be played via LAN, Internet, and modem. Play against up to eight players and numerous computer-generated opponents simultaneously. You'll be able to play against those same people you grew up playing *AD&D* with... no matter where they are in the world!

When reflecting on the evolution of *BIRTHRIGHT*—from a mere idea to an immersive 3-D computer-rendered universe—TSR Creator Rich Baker sums it up best. "I feel as though my little baby has grown up, gone to college, and won the Nobel Prize!" So do we.



Take on the role of heir to one of 17 kingdoms.



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FANTASY ROLE-PLAYING REDEFINED WITH

ANTARA

Sierra Adds Magic To Multi-Award Winning FRP Engine

by John Sauer

In 1993 Sierra released Raymond Feist's *Betrayal at Krondor*, a title many believe is the best FRP ever created. *Betrayal at Krondor* offered a magical mix of outstanding game play, smooth, intuitive interface, and a powerful, entertaining story that captivated players. With a look and feel that made it unique to the genre, it quickly established itself as "the product to beat." Years later, no one's accomplished that feat. Recently, *Computer Gaming World* inducted *Betrayal at Krondor* as one of the handful of games in its "Hall of Fame."

Now, almost four years later, Sierra is putting the finishing touches on a follow-up *Betrayal* game, and this time the scene is switched from the well-worn worlds of Krondor to the vast empire of Antara. Though we think *Krondor* is a great game—it's still available at retail after all these years, and if you haven't played it, you should—it's a fact that the new *Betrayal* game is bigger, more complex, and more incredible than the original.

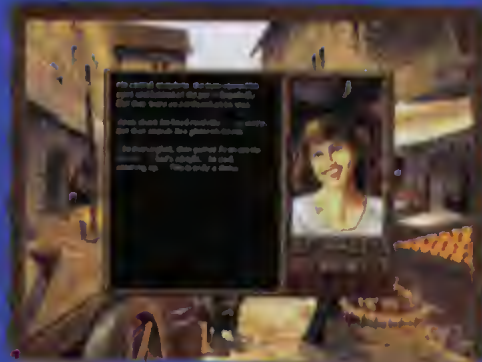
Betrayal in Antara isn't just a new game. It's an evolution of Fantasy Role Playing. By keeping what works, the new *Betrayal* game builds on one of the most successful games of the genre. "When we conceived the design for *Betrayal in Antara*, we didn't want to

re-invent the wheel and stray away from the features that made *Betrayal at Krondor* such



Interrogation will determine if these are your friends or your enemies.

a smash hit," says Designer Peter Sarrett. "We had a proven game engine and a



Though you have a choice of actions, gentlemen don't hit ladies.



third-person, turn-based interface that gave players full command with a few simple mouse clicks. We had a killer story that begged to be expanded. Our goal was to use the advances in computer technology such as Windows 95 and the ability to hold multiple windows open, that had occurred over the last three years to make a game that was more advanced, looked better, and played better, yet still had the same *Krondor* appeal."

Both *Betrays* share the



A revolutionary interface makes magic use easier.

same friendly interface, though *Betrayal in Antara* features a new Spell Creation system, giving your character improved ability to learn a new spell if it has been cast on you by an enemy. The same distinctive look and feel that brought in the original *Krondor* crowd has been retained, but the graphics have been vastly improved to attract a new generation of computer gamers. The most important improvement, though, comes in the form of a new storyline that adds depth and excitement to the gaming experience. The plot twists of *Betrayal in Antara* simply do a better job of involving the player in the story than the original (perhaps because while the *Krondor* story was adapted from a book, the empire of Antara was developed specifically for the multimedia experience).

From the first seconds of the graphic novel opening, you

can't help but be drawn into the classic, high-fantasy style of the backgrounds and character rendering. They appear more like oil or acrylic paintings than computer graphics—the intent of the artists.

Adventure in Antara

Betrayal in Antara takes place in the Antaran Empire, a vast, once-proud realm whose imperial institutions have over time fallen prey to corruption and decay. Bribery, intrigue, assassination, and deceit are rampant.

When you enter Antara, you become embroiled in a devious

plot of manipulation, political agendas, secret societies, and magical discoveries. The adventure begins with William Escobar, a bard named Gregor, and Aren Cordelain, three young men whose fates are drawn together by an attack of a strange flying creature. When the beast is about to kill Aren, he lets out a hoarse yell of terror and, without conscious effort, unleashes a blinding burst of energy that rips through the beast, stripping away its flesh, blood, and bone. In the course of the attack, Gregor is mortally wounded.

If you liked *Betrayal at Krondor*, one of the most successful role-playing games in history, you'll think *Betrayal in Antara* kicks butt.

Before he dies, he gives an unusual talisman to William and gasps something about "the consort."

Aren's spontaneous release of energy is the first sign that he has magical ability. William, knowing Gregor's original destination, decides to go there and find out more about the talisman, something he feels he owes to the fallen man. Aren accompanies him because whoever sent the beast may have noticed Aren's burst of power and send more after him. His best bet is to find out more about whatever he's facing. He also hopes to learn how to control his newfound power.

Their adventure takes them into the heart of Antara. Along the way they are joined by



Praise for Krondor

"Game of the Year"

—Computer Magazine, 1993

"Game of the Year and Best Computer Role Play Game"

—Strategy Plus Jan/Feb 94

"Role Playing Game of the Year"

—PC Games Plus Jan 94

"*Betrayal at Krondor* is the best role playing game to come out in the last three years. It's perhaps the best game of any kind this year. Get it."

—Games Bytes Magazine

"Best Fantasy Role-Playing and Adventure Game of 1993"

—Compute Choice Award Dec 1993

"*Betrayal at Krondor* is easily the most significant new entry on the role-playing scene in half a decade."

—Computer Shopper

Kaelyn Usher

Kaelyn, the only daughter of a trapper, is very wise in the ways of woodlore, hunting, and survival. Aren and William rescue her from brigands.

Aren Cordelain

This young fisherman is an orphan raised by an innkeeper and his wife. His first involuntary experience as a magic user compels him to leave the security of his home and seek out someone who can train him in the use of magic.

**William Escobar**

The youngest son of a province governor, William is a minor noble who leads a care-free life. Known to be quick-witted and full of good humor, Aren could not ask for a better companion.

Raai

Raai is a member of the Grrrlf, a humanoid race descended from wolves. The Grrrlf live in the Ulrich Mountains of the realm, and try to avoid human contact.

Four Seekers of Destiny

During the course of *Betrayal in Antara* you directly control the destinies of four players, each who ultimately plays a role in restoring the balance of power in Antara.



Visit the library to learn more about the realm of Antara, its many secret societies and political bodies, and the history of the Grrrlf.

Kaelyn Usher and Raai, a member of the non-human Grrrlf, a race descended from wolves. These four players pursue individual destinies that lead them through a complex, dangerous adventure through 3-D cities and castles, into dungeons, caves and temples—into the intrigues of secret societies and the political agendas of the Triune, Imperial Consuls, and Guilds. Their journey is filled with dramatic discoveries.

Like a good fantasy novel the game unfolds in chapters—each with sub-goals and definitive endings as marks of your progress. You control a party of four players, sometimes three at a time and sometimes alternating between groups of

two, depending on the chapter you have reached.

New Windows on Magic

One feature of *Antara* that's totally new is the magic interface. In addition to learning and using magic spells the conventional way, through time, experience, and study, you can now learn spells when they are used against you (if you can perceive the manipulation of the magic being used

against you, and learn from it) provided, of course, you survive the experience.

"As with the normal skills, a spellcasting character can study up to five different magic skills at a time. The player can use a pie chart-like interface to control which skills they study and how much time they wish to devote to the pursuit," says Peter Sarrett, Antara Designer.

"Part of the use of magic is the 'magic' in discovering what you can do with it," he continues. One of the beauties of

the spell creation interface is that the player can create a new spell by selecting magical skills, one at a time. As



Now is a good time to examine your weapons—and do a little upgrading.



Combat is hex-based, giving you an indication of the attack range of your weapons and spells.

each one is chosen, other skills become disabled if they can't be combined with the already-chosen skills. Skills are also disabled if the spellcaster doesn't have sufficient knowledge to create a spell with them. This interface lets players discover new spells without riddling the process with frustrating dead ends."

Preparing for Battle

One of the most complex tasks in an FRP is equipping your characters for combat and non-combat situations. *Betrayal in Antara* removes the drudgery from this task and makes it visually exciting by the use of windows that give you a "what-you-see-is-what-you-get" interface. By clicking on an item, you can easily put it on or remove it from that character, transfer it to another character, or throw it away.

An added plus is that you see every item your characters wear and use, from rings and amulets to weapons and armor, making the adventure that much more realistic and exciting. While it's nice to read a table listing your character

wearing a magical ring, it's a lot more fun to see that character wielding a combat ax, ready to get down to business!

Once your party is out and about, there are plenty of enemies that stand in your way, both intentionally and out of sheer malice. The combat takes place in a turn-based mode where you control the actions—be it fight or flight—of each of your characters. Or, you can set any of your players to Automatic Mode where their combat moves are directed for you, making it easy for all levels of players to get in on the fighting.

Flashback

When you embark on an FRP quest, you generate so much information that it's almost impossible to keep track of it all. One of the ways this title helps you manage discoveries is with a powerful automap that keeps track of your progress through the realm of Antara, automatically

Contests in Antara

As the excitement surrounding *Betrayal in Antara*'s fall release continues to build, be sure to check out the Antara home page on the Sierra Web at <http://www.sierra.com/games/antara> for some cool stuff. You can register for the spectacular Antara contest, with details available at the Antara Home Page. The 20 first prizes are original art from *Betrayal in Antara* signed by the development team. Fifty follow-up winners will win Antara Development Team T-shirts, also signed. Currently you can download a playable preview of *Betrayal in Antara*. You can also download a *Betrayal in Antara* Windows 95 Theme Pack that customizes your desktop, icons, cursor, and sound scheme. Welcome to Antara!

recording important landmarks.

And because so much of your information is garnered from conversations and interaction with NPCs (non-player characters), a Flashback feature allows you to "revisit" a conversation after it has occurred so you can listen to it again. Anyone who has recorded page after page of notes in trying to solve a game will truly appreciate this feature.

If you are an experienced FRP gamer, you'll be drawn into the rich, captivating world of the realm of *Antara* and all its mysteries. If you are a newcomer to the intensely personal type of game play that is offered by the Fantasy Role Play genre, you could not ask for a better

introduction to role playing than *Betrayal in Antara*. A great story combined with great game play. That's exactly what Sierra delivers.



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Lose the Battle and Win the War: Campaign Strategies for

by Marty Turner, Douglas Gonya
and
Todd Caputo

ROBERT E. LEE:

CIVIL WAR

★ GENERAL ★

The Civil War was an epic struggle fought over conflicting ideals of freedom, equality, and states' rights. This terrible conflict was, in many ways, a young nation's "coming of age." It shaped many of the issues that still dominate the nation's consciousness.

Those who fought had little idea how great an impact they would have on America's future. From the first shots fired at Fort Sumter to the Confederacy's proud and gracious acceptance of defeat at Appomattox Court House, the outcome of this war rested squarely on the inexperienced soldiers and commanders on the battlefield.

While no one single person or battle determined the war's outcome, much of its drama centered around the Confederate Army of Northern Virginia, commanded by one of history's greatest battlefield commanders: General Robert E. Lee.

In *Robert E. Lee: Civil War General*, you take Lee's pivotal role in the Eastern Theater, guiding your army through a series of battles that culminate. If you command well enough, in a hypothetical invasion of Washington D.C. (In any single battle, you also have the option to take command of the Union Army of the Potomac, but the full campaign game focuses on Lee and the South).

Campaign Strategies

The full campaign recreates many of the war's principal battles. As the Confederate commander, you must strike a delicate balance between the need to win battles and the need to conserve the strength of your army. Battlefield victories will improve the abilities of your leaders and men through experience, and captured resources will enable you to strengthen

decline in your army's quality more than offsets any gains you have earned.

In *Robert E. Lee: Civil War General*, victories can be a two-edged sword, while defeat need not be disastrous. Just as Antietam (though a tactical victory) ultimately proved to be a strategic defeat for the South, you must make sure that you do not lose too much in the effort to win a single battle. A

skilled commander will never lose sight

of the big picture. It is far better to conserve your strength for the future than to risk all for the sake of marginal gain—in essence, losing a battle to win the war.

Above all, to win this war you must never make the mistake Lee made at Gettysburg: risking all for a small chance of gaining a decisive victory against a superior foe. This

gamble cost Lee nearly a third of his army, and many of his most experienced officers.

If you allow your army to be similarly decimated at any one battle, you will find it extremely difficult to win any subsequent battles. But a decisive victory later in the war can compensate for this. Whether you win or lose any particular battle, you must preserve the strength of your army for the future.



Chose your leaders and units to upgrade between battles.

your ill-equipped army. But be careful—the price of victory can be high.

Historically, the South's scarcity of resources was compounded by its shortage of men. As the war progressed, the quality of Southern recruits declined markedly. The game's designers have gone to great lengths to recreate this. If you squander the strength of your army to achieve a greater victory, you may find that the

Between The Battles

Strong strategic and tactical battlefield skills are not enough to win a war. You also need strong organizational skills.

Should you replace a wounded leader so he can command his unit in the next battle? Will he recover in time if you do not? What are the best weapons for your style of command, and which units should get them? These questions and more await your guiding hand after each battle in *Robert E. Lee: Civil War General*.

As you review each leader, you must decide whether to keep him or replace him with another leader. Over 1700 possible leaders are included on an historically accurate list of leaders actually present at the time. The simulation also recreates several reorganizations of the Army of the Potomac through the course of the war.

The soldiers of each unit will also be affected by every battle. Each unit's quality and experience may change between battles depending on the amount of action it has seen, and the number of casualties sustained.

Once you have reviewed your army,

you must make crucial decisions while purchasing weapons. Each weapon type has its own cost, which you must weigh against its unique firing and hand-to-hand combat capabilities. Will you strengthen a few key units, or upgrade your army uniformly? Will you arm your cavalry with shotguns and rely on mounted charges, or give them carbines, better suited for dismounted combat? Tough decisions like these can make or break your army.

As the war progresses, more advanced weapons become available for purchase and this multiplies your options. A big victory wins you great stores of captured supplies. Convert these into wealth that you can use to upgrade your weapons.

Every battle demands a different strategy, but certain tactics (if employed with skill) can improve your chances of winning. Aggressively seek defensible terrain near the enemy and then entrench, rest, and await their assault. Use your artillery to weaken



Using your captured supply, upgrade your weapons in the armory.

fresh enemy troops as they approach, and use your cavalry and pickets to flank the enemy line and pursue shattered units. Opportunities for local counterattacks arise, but it is often best to return to a defensive line after exploiting them. Choosing the best time for a general counterattack is the most important decision you will face in each battle.

The best way to preserve your army is to avoid attacking too aggressively in areas where the enemy still has fresh Infantry brigades. The first important unit rating you will discover is *firepower*, but don't forget to compare the relative numbers of effective men in opposing units before ordering an attack on Infantry brigades. Fighting an entire campaign of *Robert E. Lee: Civil War General* is an intense, complex (not to mention exciting), and deeply rewarding experience. The historical accuracy of the game is unparalleled. The interface is so smooth and easy to use that anyone can pick it up quickly regardless of their prior gaming or computer experience. Finally, the pace of the game is fast enough that the no player will ever get bored.

In addition to the rich and action-filled single-player campaign game, *Robert E. Lee: Civil War General* also supports highly entertaining modern and hotseat games, and comes with a complete multimedia Civil War history supplement.

A Guide to the Intelligent Interface

A Customize depth of game play information	C Unit Information	I Dig in and resupply unit
B Leader info	Movement points left	J Rest and resupply unit
Influence	Unit supply points & Firepower	K Change formations
Organization	D Morale	L Go to Command Tent
Loyalty	E Organization	M Menu bar On/Off
Health	F Health	N Text Window
	G Unit type/Effective fighting men	O Change unit name
	H Terrain	P End turn
	Height, Cover & Morale	Q CHARGE!

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Reach Out and

Hot Tips for Head-to-Head Battling in the EarthSiege Universe with

yours won't adversely affect the game speed, so you can play against all your buddies with 14.4K and 28.8K modems. Likewise, two computers of varying speeds won't pose any problems with game play.

Network Free-For-Alls

The office has long been the 5:00 p.m. battleground for networked gamers. *CyberStorm* offers the excitement of HERC combat in rapid action battles that make first-person shoot 'em ups seem tame. Network games can be conducted in three ways:

- Teams of players against each other (with or without Cybrids as an added element).
- A Free-for-all with each player battling it out until only one is left standing (again, with or without Cybrids as an added element).
- Humans vs. Cybrids with the Cybrid Force Level maxed to emulate an Elite Military Mission.

Modem Battling Head-to-Head

Because modems must connect one-to-one directly, modem games can only be two-player, though Cybrids may be present if desired. Modem play is head-to-head. For modem play, you need a minimum of a 14.4K baud modem or better, or a "null" modem connection (If players are in the same physical location). Two players with varying modem speeds will not adversely affect the play balance.



by John Sauer, author of the Official *Missionforce: CyberStorm Strategy Guide*

If you think *Missionforce: CyberStorm* is fun against Cybrids, wait until you try it against a living enemy. *CyberStorm* in multi-player mode takes on whole new dimensions in fun and challenge as you play against opponents who are much more ingenious and unpredictable than any computer-generated enemy. Best of all, reaching out to crush someone is not hard to do. The game comes with a free Buddy Disc Included—a complete, second copy of the game—two games for the price of one! Sierra wants you

to give this game to a friend so you two can hook up and experience what so many gamers are raving about, the hottest multi-player modem and network gaming around.

Missionforce: CyberStorm may be played on PCs with up to eight people on a local area network (LAN, such as is found in most offices) or with two players head-to-head via modem. Requirements for network play are an fPX network with all players on the same network hub or node. Playing against someone with a different modem speed than

Crush Someone

Missionforce CyberStorm



"I am extremely pleased that you decided to ship two CDs with the game. **Games are always enjoyed more when playing against someone else.**" —Michael Triplet

SierraWeb: THE Place to Find New Opponents

If you don't have a ready friend to dial up, you can find willing opponents on the SierraWeb. So many gamers spend time cruising cyberspace that Sierra has added chat rooms where you can interact with others who are playing your favorite Sierra games. Check out the new *Missionforce: CyberStorm* Chat Room at www.sierra.com/cyberstorm/chat.html to set up matches for head-to-head games and talk with other *Cyberstorm* players. Once you've arranged the details of the game and traded phone numbers, you log off your Internet connection and dial your opponent directly! You'll also be able to download the Sierra-sanctioned *Missionforce: Cyberstorm* tournament guidelines in case you want to host a single game or battle royale that offers the fairest balance of strategy and HERC power.

If you don't have Internet access yet (and you should, 'cause Sierra will be releasing a lot of games that you can actually play over the SierraWeb), you

can also find players by checking out the challenge rooms or leaving messages on the Sierra forums on America OnLine and CompuServe.

Don't forget to scan the uploads to find HERC configurations that gamers have created and posted, or take your

Multi-Player Basics

All multi-player games have a Force Value and a Rank Level determined by the creator. The Force Value is the maximum credit value of all HERCs, weapons, devices, and Bioderms in your individual fleet. The Rank Level

is similar to the Tech Level in single-player mode. When you load a group, if it exceeds the Force Value or Rank Level that was set by the creator, you will be unable to play in that game.

Likewise, if the creator has set a Rank Level of 7 and you have any technology that was acquired at a higher Tech Level, you must remove that technology from any HERC configuration before your group will be "legal."

Like single-player games, multi-player sessions are turn-based. A timer in the upper right corner of the

screen shows you how much time players have left for their turn. When the timer reaches the 15-second mark, it flashes red and white as a warning.

All player vehicles appear on the battlefield in the specified color. You see



If you end a turn sitting high and you become a sitting duck, save enough power to get down before your turn ends.

favorite HERC and submit it for other gamers to use. Sierra will be posting tons of new HERC configs as well. Don't be surprised if you hook up with a player for a modem game and they use your HERC config back against you!

"This is by far the best game I have played in a long time. honest opinion, this game rates six stars out of five."

all players on both the mini-map and in the main view as long as they are within reach of your sensors (which is why strong scouts are such a good idea). All players start at opposing points of the battlefield.

Since your moves are timed, you must complete your firing paths and movements before time is up. In between turns you can reconnoiter through the mini-map, send/receive communications, pre-plan moves, and make minor adjustments to your HERCs and Bioderms.

Making Conversation

Players may send messages (such as taunts or general comments about your opponent's inability to control HERCs) at any time by pressing the [Enter] key and typing away. The Message Dialog Screen will also display all messages from other players who have you in their communication loop. To remove the dialog box, press ESC. If you are eliminated from the game, you may only view the continuing battle and send/receive messages, giving you the ability to cry from the sidelines.

Multi-Player Tactics That Give You An Edge

Because there are so many variables involved in setting up a multi-player game, there is no "one best configuration" to take into battle. In general, you should get the maximum number and most expensive HERCs and 'Derms you can afford in the Rank Level

and Force Value of the match you are about to enter. Balance is the key. But there are things you can do to increase your chances of feeling the thrill of victory instead of the agony of defeat.

Depending on which planet you battle on, some weapons or systems may be inoperative. If you have studied the planets and know how the electromagnetic fields and other features of a planet will affect combat, you can tailor your HERCs for that particular world. If, for example, you battle on a planet that renders shields more or less inoperative,

out and see where your opponents are. If you don't, you're a sitting duck until they find you, or you just happen to run into them.

Smart Weapon Choices

When choosing between weapons that fire several times and weapons that fire once (both doing relative amounts of damage) choose the single fire weapons. Often you will not have enough time to fire all your weapons if you have to manually fire them three or four times in the turn (unless you use the Shift A com-

mand). Don't bring specialized weapons. It is far better to bring general-purpose, high-impact weapons and fire everything off in one glorious burst (using Shift A) and move on to your next pilot. Weapons that go THROUGH armor (like ELF's and Thermal Needlers) are especially useful in multi-player mode. Most people will cluster their HERCs together, so having weapons that take advantage of this behavior with a large damage radius can be a real advantage. Some of the best are the ELF Mortar, Fusion Mortar, 280mm ATX, Rapid Sat Missiles, and HOG missiles.



Survive this heat and you can do a lot of damage in return. Try to drop the shields and pound on the Reaper Class HERC first.

buy your HERCs the strongest armor you can afford and arm them with weapons that are designed to punch through armor. If your opponent(s) are equipped with shields and energy weapons, you gain enough of an advantage to massacre them in short order.

If you're going in with large HERCs that are loaded down with big weapons and heavy-duty armor, take a few smaller ones that can move quickly.

Example: If you have several Juggernauts, you're going to want a couple of scout ships so you can go

Concentrate Your Firepower

In the heat of battle, don't spread yourself too thin or divide your HERC force. A lone HERC can be a sitting duck—which in multi-player game lingo means a dead duck. The more you stay together and concentrate your firepower, the better off you'll be.

When possible, put your larger HERCs up front to break down shields, use area-affect weapons, etc., then have the smaller, faster guys move in to finish the job. Just make sure they have enough energy to get out of range before your opponent's next round, or they'll be pummeled.

Pre-Planning Moves

Don't waste your fight time deciding what to do. If you really want to put the hurt on your opponents, get some practice at mass movements. Take advantage of the time between your turns to pre-plan movement routes, then when your turn comes



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I just wish all games could be so much fun to play. In my Good work, Sierra." —From: Freddric, Posted on: America Online

up, use 'shift-space bar' to move all of your HERCs to the spots you selected for them. The timer's ticking so make attack and defense decisions when it is not your turn. This will avoid confusion later so that you can make the most out of your turn.

Let Them Come to You

Once you do find out where your opponents are, hang back for a while. Don't go looking for a fight. The longer you stay out of the fray, the fewer you'll have to go up against as the others will pick each other off before finding you. Find a good hiding place and stay there, then send your scouts out to see what's up.

Bloderm Considerations

If you have limited money for purchasing your Bioderms, buy Ma-Yuan. If you can't afford the better models (Tola,

Kaesar, Maia) or if you don't have the funds for training, Ma-Yuan is the best bet because you can use Jack-up on her more often than the others, increasing

such as Crow for much less, saving your money for hardware.

Don't Bunch Up

Space your forces out so that area

effect weapon damage is limited. If you run your forces closely together, then it makes a perfect target for those multi-hex damage weapons.

Time to Play

Time, not a hostile HERC, is the biggest enemy in multi-player mode. Games are frequently won by the player who completes the most actions, not the one with the largest force.

If you haven't played *Missionforce: Cyberstorm*, you are missing out on one of the greatest experiences in gaming today, be it for

one player or many. When it comes to squad-level combat, *Cyber Storm* is the ultimate game.



A lone HERC is a dead HERC. Send scouts out alone, but keep the main body of your force together for safety in numbers.

her skills. If you choose Bioderms with high Command skills, remember the cost! You can get strong, stable 'Dermis



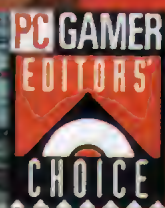
EARTHSIEGE 2 Delivers Pulse-Pounding Excitement

"From the sound of each massive Herculean footstep, to the eerie sound of the cybrids, everything is well done and feeds every monumental moment of action."

—Strategy Plus Magazine

If you get psyched pumped up thinking about controlling squads of laser-charged HERCs across battlefields on distant planets, imagine yourself in the cockpit of a 30-meter tall HERC of your very own, making the ground shake as you walk, unleashing a devastating torrent of energy and projectile weapons at all who stand in your way. This is *EarthSiege 2*. The action of this first-person smash hit was so phenomenal that the press and public alike raved about its realism and pulse-pounding excitement. The game play was faster—the terrain, enemy Cybrids, and mode of combat more realistic—than any other robot combat game.

If first-person, high-intensity, hard-core robotic battling makes your fingers twitch in anticipation, set yourself loose on *EarthSiege 2*. It just doesn't get any better than this.





The Future of



Flight Sim Pioneers Team Up

By John Sauer

"Red Baron II's **physics are beautiful**, with fragile biplane frames shuddering and tearing to pieces under high-strain maneuvers. **This realistic movement, along with its open play environment and powerful campaign options**, spell an almost certain success for Sierra."

—GameSpot
(www.gamespot.com)

When it comes to pushing the envelope on flight simulations, few companies are as poised on the cutting edge of excellence as Dynamix and subLOGiC, two members of the Sierra On-Line family. As separate entities these companies revolutionized military and civilian flight sims by delivering titles that offered more—sims with better graphics, a higher level of realism, a greater degree of control, and more involvement.

When subLOGiC became part of the Sierra family, their development group traded notes with the Dynamix flight team on technologies and their visions of the future. What resulted was a creative explosion that is giving birth to the future of flight simulations.

If you've ever engaged in a PC dogfight in a WWI or WWII aircraft against crack German pilots, then you've experienced first hand the realism and excitement Dynamix adds to military flight sims. Dynamix is the pioneer of aerial combat simulations with such titles as the best-selling *Aces* and *Red*



"Scary" Gary Stottlemeyer, Red Baron II designer, is also a pilot.

Baron series as testimonials to their expertise. subLOGiC has a history of releasing cutting edge simulations that provide the true freedom of flight in civilian aircraft such as the original subLOGiC *Flight Simulator*. Together, this new partnership is taking flight sims into the stratosphere.

Flight Sims



To Take Flight Sims Into the Stratosphere

Dynamix: Red Baron Revolution

If you want to see where the future of historical military simulation is going, you need to play the upcoming *Red Baron II*. Designer Gary Stottlemeyer is an accomplished aerobatic pilot and knows not only how

grace. Dogfights are won by those who can take advantage of their aircraft's ability to make a slow, tight turn or to stall, let their enemy pass them, then come up shooting.

Red Baron II features authentic, flyable bi-wing and tri-wing WWI aircraft from German, French, English, and U.S. forces. You can fly campaigns as a member of any of these air forces in a "live flight" environment, where everything within a 15-mile radius of your location in the game progresses just as in real life. You might encounter trains moving across enemy borders, wander into a dogfight, or even place yourself on patrol to

find a little "free-lance" action. With the sim's advanced mission generator you can fly an entire career and never have the same mission twice. There is no higher replay value.

The ability to fly and fight takes on new dimensions of realism with a fully operational control panel and a "slewable" cockpit, which allows you to look in all directions for enemies

"Sierra Pro Pilot will stand **toe-to-toe with the best flight sims out there.**"

—Graeme Bayless,
Producer of *Red Baron II* and *Sierra Pro Pilot*

"When Sierra Pro Pilot is finally shoved into its box and sent off to market, **it'll be the finest civilian flight simulator ever seen.**"

—Escapade On-Line



AVI tutorials give you the training to make a three-point landing.

the simulation's 22 flyable planes should look, but how they should feel and respond to your control. Whereas WWII and modern jet fighting sims move at high speed, the wood-and-canvas WWI aircraft fly quite a bit slower and with more

A Producer's Perspective: The Future of Flight

"What we're doing here is creating the future of flight," says Graeme Bayless, the Producer of both *Red Baron II* and *Sierra Pro Pilot*.

Bayless is in the enviable position of producing what many believe

will be the most exciting flight sims this year. Most

recently the producer of the current Sierra hit *Missionforce: CyberStorm*,

Bayless is in the unique position to see just how dynamic the melding of the Dynamix and

subLOGIC technologies is becoming. "On their own, both companies have been impressive. But their convergence is creating flight models that will be the standard by which all others are measured for some time to come. What we offer—the heart of these sims—is the user's ability to scale reality. You can take a perfectly modeled aircraft and a perfectly modeled virtual reality model and adjust it to your taste, from level of interaction and graphic detail to frame rate. It just doesn't get any better."

sitting off your wings. *Red Baron II* features an option and play list that will satisfy all levels of gamers. You can be up and fighting with a few mouse clicks, or organize a full career with the depth and level of complexity that hard-core flight sim enthusiasts demand. Take into account the full range of exciting possibilities that *Red Baron II* offers and it's clear there is no better historical or military flight simulation available.



A true test of your flying abilities is when the Baron gets on your tail.

subLOGIC: The Authority on Civilian Flight

While Dynamix was settling the skies on fire with war plane flight sims, subLOGIC was doing the same for the civilian flight simulation market. Starting in 1984 with the release of the Apple II *Flight Simulator*, the flight product that Microsoft adopted for their own on the PC, subLOGIC has created a civilian flight empire with the most elaborate database of flight information possessed by any software developer, and an understanding of civilian aircraft, flight models, and aviation that is unsurpassed.

Their 1990 release, *Flight Assignment: ATP (Airline Transport Pilot)* has sold more than 600,000 copies and reigns supreme as the premier commercial flight sim.



A Slewable cockpit lets you view the combat from virtually any angle.

"Through countless hours of studying maps, government data, flight plans, blue prints, and a mountain of other flight and pilot's information, we have created a humongous database of over 27 million height references from coast to coast, as well as the complete specs for 2,500 airports, and the complete city layouts for more than 20 major metropolitan areas," says subLOGIC Head Mark Pechnik. "We have the entire U.S. mapped out in one-half mile intervals. We have the flight dynamics for every major civilian aircraft. We promote realism in flight."

Your Ticket to the Skies

Everything subLOGIC knows about flight simulations is being brought into play to create *Sierra Pro Pilot* personal flight trainer. It combines subLOGIC's informational power and expertise on flight with the Dynamix 3Space technology to deliver the most thorough and realistic flight sim to date. The terrain mapping is much more realistic than any other flight sim. The entire control panel on every of the four featured



Every dial and button on the Sierra Pro Pilot instrument panels is "live."

aircraft is fully operational—a feature dedicated flight simulation enthusiasts demand.

And you can fly from just about any airport in the U.S. to another and see “real country” pass beneath your wings. Lift off from Seattle to San Francisco—or New York, or Miami—in a Cessna 172 Skyhawk or a CitationJet, and what you see is terrain as it would actually appear, complete with major highways and other landmarks. Can you navigate an aircraft to the Grand Canyon? Try it in *Sierra Pro Pilot* and it will be there.

You even interact with Air Traffic Control (ATC), a feature many other flight sims offer as a separately purchased

If Sierra Pro Pilot works as well as we hope, this should turn out to be *Sierra's* biggest selling program of all time. —MicroWings



Novice pilots go up with a virtual flight instructor in the other seat.

“add-on”) as you take off, land, and move through flight patterns.

Sierra Pro Pilot takes novice pilots from the basics of flight school through full certification as a commercial pilot in a 3-D, virtual world where everything you see and interact with is live. A flight instructor rides with you on training flights, providing instruction through more than 120 animated tutorials that guide you through using flaps and rudders, dealing with emergencies,

“Dynamix provided the perfect graphics engine to allow us to focus on the sheer realism of flight. *It was a match made in heaven.*”

—Mark Pechnick, subLOGIC Head

and many other important considerations. The training in *Sierra Pro Pilot* is so real that Sierra and the FAA are currently in negotiation to give a number of hours of flight ground school credit to prospective pilots who successfully complete those phases of the simulation.

If you are an advanced flight sim user, you will find all the options that make a first-rate flight title, and more. If you are a newcomer to flight sims or just someone who has always wanted to experience the thrill and freedom you can only get from flight—*Sierra Pro Pilot* will turn you into a hard core enthusiast.



The realistic terrain comes from the 27 million height references used to create the sim.



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PC Gamer

A Conversation with: NASCAR WINSTON CUP CONTENDER & COMPUTER RACING ENTHUSIAST

Interviewed by John Williams

Bobby

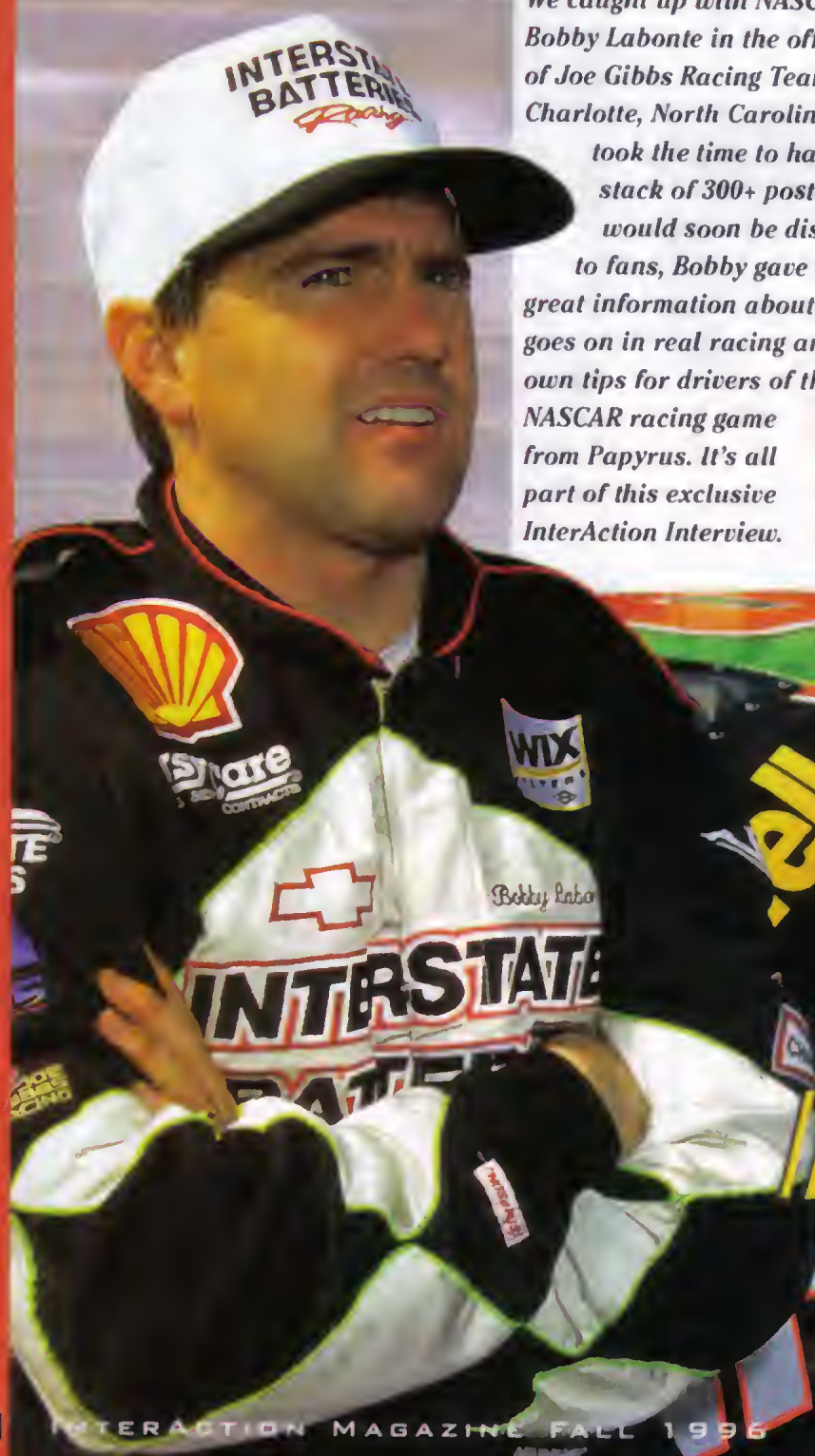
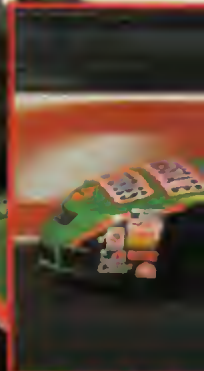
We caught up with NASCAR driver Bobby Labonte in the offices of Joe Gibbs Racing Team in Charlotte, North Carolina. As he took the time to hand sign a stack of 300+ posters that would soon be distributed to fans, Bobby gave us some great information about what goes on in real racing and his own tips for drivers of the NASCAR racing game from Papyrus. It's all part of this exclusive InterAction Interview.

InterAction: We've heard you raced your first race in 1969. Now you don't look a day over 30. What's the story here?

Bobby: (Laughs) I was racing the quarter midgets back in '69. I was five years old then. Actually, I started driving a car when I was four but I couldn't drive in a race until I was five because that was the rules...Man, I was a burr-headed little kid at five years old.

I got my start in racing because of my dad and my brother. (Bobby's older brother is Terry Labonte, the 1984

NASCAR Winston Cup champion). My dad raced very little. I think he realized pretty soon that he would be better off wrenchin' on a race car making sure



NASCAR RACING

Labonte

it went fast rather than drivin' them. He didn't like racing them as much as he thought he would.

Your older brother Terry also races NASCAR Winston Cup. Any sibling rivalry there? Ever find yourself pushing it a little harder when you find him in your rear view mirror?

Well no, not really. When he runs side-to-side or nose-to-tail, or whatever, then I don't race him any different than I race anyone else... He's racing to win and so am I—it don't get faster than that... The only time that things really run through my mind is when there's an accident and I know he's involved. Then it's for his safety more than anything.

We all know Joe Gibbs from his old job as Head Coach of the Washington Redskins. What's he like as an owner?

Man, he's great! He's here every day making sure everything goes smoothly.



1991 Busch Series Champion & Winston Cup Series Top 10 driver Bobby Labonte and his Monte Carlo.

We have our team meetings. He keeps the sponsors happy, keeps the money rolling in, makes sure that everyone here's keeping up communicating real well... He plays a big role. He's the sole owner of the race team and while there's a lot of owners out there that have made names

"whenever I got over there and raced the Papyrus guys over their modems, they pretty much whipped my butt..." —Bobby Labonte

for themselves, it's exciting to know that he retired from NFL football to do this.

The folks at Papyrus tell me that you've played quite a bit of their NASCAR game. This true?

Every chance I get, it seems like I'm on the computer with it...It's not practice really. It's strictly enjoyment...I had the original *Indy* game from quite a few years back by David Kaemmer (developer of NASCAR). I drove on that game for years and some of the guys on the NASCAR circuit had it...uh, in fact one of the engineers that had it was Penske (Team and Track owner Roger Penske)...he showed it to me...He went to work on IndyCars for a while and now he's back to NASCAR.

Anyway, when the NASCAR game came out, I was the first on the list at the computer store to get it. I just really enjoy playing it at night... mostly after everyone else goes to bed... that's really about the only time I have to do it... Finally at night I have to make myself get off of it and go to bed or otherwise I'll be there all night.

They tell me that you've provided some of the input into the upcoming NASCAR 2. Is that true too?

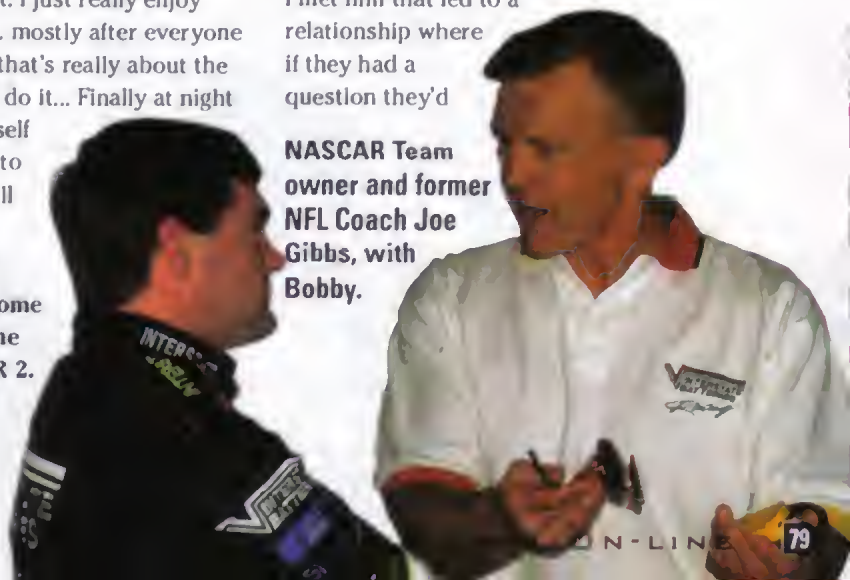
I've provided some... At Darlington, Omar



If you end a turn sitting high you become a sitting duck. Save enough power to get down.

Khudari <General Manager of NASCAR game developer Papyrus> showed up and I thought, "Who is this guy?" When he told me who he was, I said "You need to sit down right here and we need to talk because I like this." It's that one time that I met him that led to a relationship where if they had a question they'd

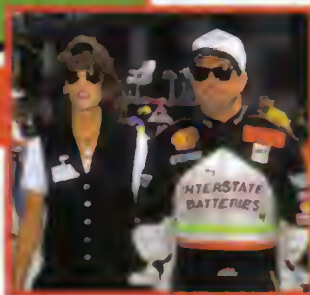
NASCAR Team owner and former NFL Coach Joe Gibbs, with Bobby.



"...when the NASCAR game came out, I was the first on the list at the computer store to get it..." —Bobby Labonte



Bobby's boy Robert Tyler (above), and Bobby with wife Donna at Michigan.



call me because they know I'm interested in what they're doing. Since then, I've been up to Boston a bit... I'm gonna get up there quillie a bit more when I get time.

What track would you recommend for a beginning NASCAR driver?

I've had more fun at Atlanta than anywhere else. The straightaways are short and corners are long and wide...you've got room for error there... Atlanta's probably the most enjoyable track to run on... the setups are easier than some others... the walls aren't as intimidating as the Darlington or the Charlottes or the short tracks because you've got to use your brakes on 'em... On some of the other tracks if you haven't got your car set up right it's really hard, but Atlanta's real good that way. You can just jump into it and go.

And the hardest track?

Probably Sears Point... it and Watkins Glen are the toughest tracks to race on because we only go to each one once a year... It's different turning right sometimes... you just don't do it week in and week out... It's pretty difficult to do; you don't figure it right out.

What's the first tip you'd give a new racer regarding car setups to help them improve?

A lot of it has to do with the shock settings...that takes practice... you only gain it by trying one thing, then turning around and trying something else. The front to rear weight seems to also make a lot of difference to me... I've got all kinds of setups, but sometimes I go back to the standard setups in the game and twist them around to something I think will work better.

Have the people at Papyrus ever asked to see your setups?

Not really... the advantage I see that they have is they get to design and test setups all day, so whenever I got over

there and raced the Papyrus guys over their modems, they pretty much whipped my butt... I've gotten a little closer to them since I've had to buckle down a bit more.

Are you driving with a Thrustmaster Setup then?

Actually I got a CH Products Virtual Pilot 'cause I got a flight simulator too, so I just use that for both of them. I'm back on the Virtual Pilot now.

Do you play with other NASCAR people?

There's a friend of mine in Nashville named Russ Thompson. He works for TNN and we play together on-line... a couple of the NASCAR officials have the

NASCAR game... Brian France (the son of NASCAR President Bill France) has it. There's a lot of them I know and probably more that have them that I don't know because they haven't told me.

You've won a few poles in your time. What's the real importance of pole position?

A big key to it these days is pit position. You get a better pit stall if you qualify higher. Also, when you're on a race track anything can happen... debris on the track... traffic... The further up front you are, the less likely you are to run into a situation... Those are the key factors. Plus, the way that the competition is nowadays, it's pretty tough to pass. There's really no



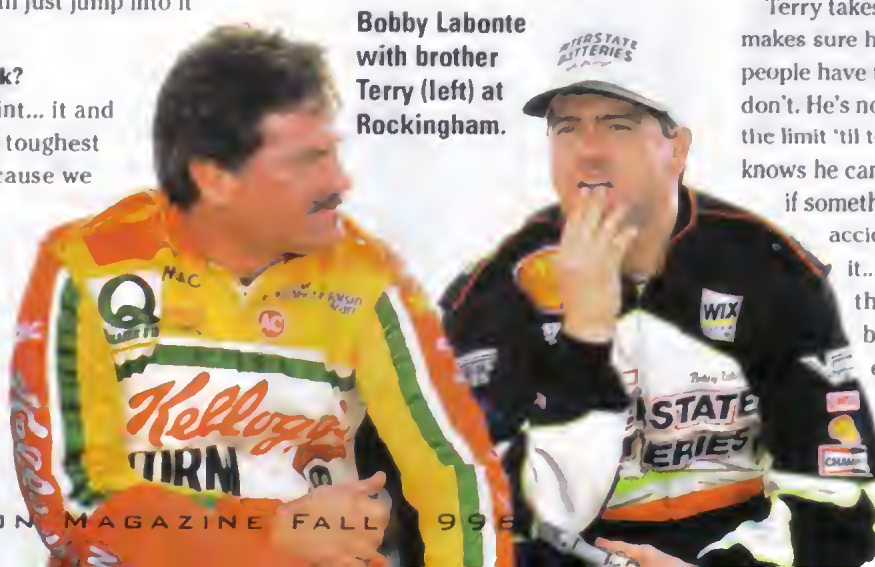
Competition is hot and heavy on Papyrus NASCAR Racing computer simulation from Sierra.

dominant car out there. If you're starting 31st, you've got 30 cars to pass. How you gonna pass 'em sometimes, you know? It takes a lot out of your race car.

I've seen your brother in more than a few races this year, and it seems that half way through the race he's hanging back at 15th place. Then he always winds up in the top 5. What's the strategy here?

Terry takes care of his equipment. That makes sure he's there at the end. Some people have that theory and some people don't. He's not really pushing the car to the limit 'til towards the end when he knows he can. Before that, what happens if something breaks or if there's an accident because you're pushing it... well, you're not going to be there for the finish. Waiting back and finishing the race in even fifth position is a whole lot better than placing 25th. Terry does better'n fifth a lot of times.

Bobby Labonte with brother Terry (left) at Rockingham.



You drive with the same drivers week in and week out. Are there certain guys you drive with that you get to know their racing styles?

You really do. You race against them every weekend and you kind of say "this driver is not gonna race me quite so hard for 10th place" and others will race your guts out for 10th place. Every race is different, but you do learn everyone's characteristics to a certain point.

Everybody out there is qualified. You can run nose-to-tail with all of them and stuff like that, but it's just that some guys you haven't figured out yet. Then there are other guys out there you gotta watch out for. Earnhardt's out there and he is the intimidator, and you know he's gonna be there. You gotta understand that he's gonna try to pass you whenever he gets a good chance. Some other guys will sit there and wait for a little bit. Earnhardt's a front runner and he's always charging out there for position.

Most people don't understand that there's more to NASCAR than just jumping in a car and driving around a track real fast. Can you briefly explain the bigger picture of the NASCAR Winston Cup, point system, etc.

Well, every driver wants to win every day. There's not a driver out there that doesn't want to win every Sunday. But at the same time, if your car's not capable of winning that day, then you have to settle for second. And if it ain't second it's

the year, those points add up.

(Editors Note: No one's more aware of how important those few points can be at year end. In 1992, Bobby missed winning his second straight NASCAR Busch Series championship by just 3 points.)

"Every chance I get, it seems like I'm on the computer with it..."

—Bobby Labonte

You were the 1991 NASCAR Busch Series Champion and now you drive in the NASCAR Winston Cup Races. What's the difference?

NASCAR Winston Cup is the upper echelon of the drivers. Everybody has that feeling: Winston Cup is where it's at. You go through the ranks to get to Winston Cup. But you earn your keep once you get there. I compete in both.

I can't help but notice that NASCAR drivers never have anything bad to say about each other... Do you really all get along that well?

You know, frustrations will get the best of you sometimes because of things that happen on the race track. Those are the days when you're hot and sweaty and you're driving your guts out. Something happens and your first reaction is to get ticked off. But it's just like anything else—that's your first reaction. The reality of it is there's not a whole lot you can do about it. It's over with. So you better go on your way down the road and forget

about it. No one's out there to create trouble... There's lots of drivers that're good friends with each other. Kyle Petty had a big wreck this past weekend and I'm sure he's awful sore. My wife and I called just to make sure — not to ask if he's sore because we know he is — just to tell him we hope he gets to feeling bet-

ter. That's happened to me a time or two. Some of my best friends drive race cars and I race against them, but they're still my best friends. They're guys I would trust on any given day.

You've said that you might like to be an owner of a car team some day. What would you look for in a young driver before you'd give them a shot?

I'd go out and look for a driver that has the potential and the ability to drive a race car faster than anybody else. Second of all, they've got to be marketable for the sponsor because that is a major part of racing. It's not just about finishing first on the last lap. They've definitely got to finish first in the sponsor's eyes no matter where they finish in the race. Driving ability is #1. Marketing is #2 but very important because you need that sponsor there on the days you don't win. Personality and integrity are high qualities. I'm gonna end this interview by telling all the young drivers out there that. Even if you never become a NASCAR pro, work on your integrity and work to be the best person you can be... Is that a good place to stop? My arm is tired from signing all these posters.

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—Computer Gaming World

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Even on good days things can go wrong.

third. Or fourth. The way the points are structured, winners get a certain amount of points, the guy that comes in second gets about 5 points less. You get points for whatever position you finish, but unlike IndyCar or Formula One, it cuts off at some point. I don't have a clue what it is. But, if you finish second from last, you can still pick up fifty to sixty points. It doesn't seem like much, but at the end of

PAPYRUS

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Driving Lessons

Mastering the Cars, Tracks, and Tires of IndyCar Racing II

By Clint Boswell

There's nothing quite like the thrill of strapping yourself into the low-slung cockpit of an Indycar and barreling through a racecourse at 200+ miles per hour. Success or failure can be decided in a split-second. There is little margin for error. Experiencing the thrill of IndyCar racing is as easy as loading *IndyCar Racing II* from Papyrus. But you'll find that as simple as *IndyCar Racing II* is to set up and play (one click and you're racing), it's easy to find yourself meeting the wall more often than savoring victory and the checkered flag. Playing *IndyCar Racing II* can be as difficult as doing the real thing.

That's because the game is a realistic, physics-based driving simulation that bases your virtual race on the same variables faced by professional IndyCar drivers. You can't just jump in the car and win. You've got to drive like a pro and set your car up for the track, just like the other racers do.

So where can you find tips and information to help you become a better vir-

tual IndyCar driver? Though there are many major differences between Formula 1 and IndyCar, I found the book *Competition Driving*, by Formula One World Champion Alain Prost, to be extremely helpful in learning the ins and outs of racing, from driving to mechanical set-up to strategy and tactics. The information provided by Prost can be invaluable to the virtual racer as well.

Steering Wheels and Gears

First, you need to learn how to drive your car. Using a steering wheel set-up is preferable, but many people use control pads or joysticks effectively. With any of these controls the steering is very sensitive. Take a few rounds to get a feel for how much pressure you have to use to make turns.

Start driving using auto gear shifting

so you can get the feel of high-speed driving before you add the challenge of gear shifting. While manual shifting can give you speed and traction advantages, especially in tight



Steering wheel peripherals deliver the most life-like vehicle control.



"...the game is a realistic, physics-based driving simulation that bases your virtual race on the same variables faced by professional IndyCar drivers."

corners, autoshifting allows you to concentrate on accelerating, steering, and braking-the other components of competitive driving.



Coming out of a straightway, try to be the first into the inside of the turn. First in, first out.

The Brakes

When you drive a car on the road, you want to brake as softly as possible to create a smooth stop for yourself and your passengers. But when racing, that goes out the window. Since you want to be driving as fast and as long as possible, you often apply your brakes violently, quickly jumping from gas to brakes and pressing down hard at the last possible moment. No matter what the corner, from the Corkscrew (Turn 8) at Laguna Seca to the Esses at Mid-Ohio, brake as hard and as late as possible. Like all of the maneuvers and technical changes discussed here, this will take some practice. Be patient. IndyCar champions are not made in a day.



Maneuvering

On oval courses such as the Michigan Speedway, you only turn left, so most of your reactions and maneuvers must be based on what the drivers around you are doing. But on the road courses you need to drive the car on a line which will take you through the turns slowly enough to get the best and quickest opportunity to accelerate into the straightaways.

Before you drive competitively on a course, you should first learn it. Most drivers actually walk the course before they drive it, getting a feel for landmarks, surfaces, etc. which will give them an idea of when and how to turn and brake and accelerate. Since you can't walk the courses in *IndyCar Racing II*, drive it slowly a few times and pay attention to buildings, bridges, signs, brake markers, and other

physical details which can help you gauge when and where to take your line on the course. Some turns, like the series of short bends and chicanes (Turns 4-8) at Vancouver's Pacific Place, or Portland International Raceway (Turns 5, and 6), can be taken in almost a straight line. If you hit them at the proper line and speed.

Others are much more difficult to maneuver. At Mid-Ohio, for example, the Esses (Turns 4-9) will make you or break you (IndyCar drivers have named this part of the course Madness!) If you don't plot a line through this series of turns and stick to it. The entrance and exit lines are most important, because you want to enter the Esses wide and at the maxi-



Over-react and you could lose the course. A subtle correction to the left is all you need to stay on track.

mum allowable speed, maintain momentum while shifting down and turning, and hit Turn 9 on an inside line so you can hit the gas hard as you come out and roar right along the wall into the straightway. Once again, practice on this diabolical track is essential for the winning driver.

Understeer/Oversteer

Although both understeer and oversteer are undesirable in your family roadster, both can be helpful as you drive an IndyCar around the track. Understeer occurs when the front wheels lose traction before the back wheels. This creates a drift in the car which can push you into the wall. On oval speedways like Michigan where you can sacrifice handling for speed, this can be desirable. But most courses in the game ask for better control. Correct the problem by softening the front anti-roll bar or stiffening the rear one. You may find braking earlier can help as well. Raise the front wing in the garage to add down force to the front or soften the front shocks if the problem persists.

Oversteer occurs when your rear wheels lose traction and you fishtail the car. Smaller courses like Nazareth, Phoenix, and Loudon can actually reward oversteer, but if it gets out of hand you spin out. Control oversteer by doing the opposite of correcting understeer-soften the rear anti-roll bar, stiffen the front one, or add more downforce to the rear by raising the angler on your rear wing. Softening the rear shocks can help as well.

Keep in mind that adding downforce

increases handling but slows the car, so try to strike a happy medium. Once again, practice with different settings to get the optimum benefit out of your car's performance.

Car and Tire Setup

Since we're on the topic of altering your car's mechanisms to improve handling and performance, let's discuss a few of the simple changes you can make on your car to improve your car's handling and performance.

The important thing to remember is that a set-up that works for one track isn't going to work on another. You need to practice extensively and make corrections to the car on each course before racing. Read the pit notes for each course before you go out so you will know what to expect, and to get hints for set-up changes.

Simple changes to your tires can make a huge difference in both performance and life. Oval, banked tracks are all left turns, so a "stagger" change using larger tires on the right side can make those sweeping left turns easier to handle at top speeds. Your car will drift left a bit in straightaways, though.

On road courses, tires get much more wear and tear due to the multiple turns

and twists on the non-banked courses. Various changes to the tires, including mixing different sizes, compounds and air pressures, can vastly improve performance. Practice laps can tell you what is working and what isn't. If tires are wearing unevenly, you can change to harder or softer tires on each wheel, or change inflation. Softer tires have more traction but are short-lived. Harder tires grab less but last longer. Less inflation gives more traction, higher inflation increases speed. Changing the wheel camber angle from perpendicular to positive can remedy worn and hot inside portions of your tire, the opposite being true for outside portions of the tire. Experiment with these settings to find the best wheel set-up on your car.

Ideal gear ratios are vital on road courses with lots of turns. On a high-speed oval with banked turns, you won't be shifting much and you can use maximum rev

gear ratios in the top gears to gain highest speed, although acceleration will be slowed. But on road courses you brake and shift constantly, so you can increase your car's performance

through some garage craftiness. Use smaller ratios on the road courses where you rarely reach top speeds to allow maximum acceleration through twists and turns.



Indycars are designed to hug the track. The more downforce you apply, the slower they go.

Remember, you can't just jump in the car and go out and expect to win. Practice makes perfect, and that is doubly true for *IndyCar Racing II*. The game mirrors real-life racing, and weeks spent in the garage and in practice play equals wins on the course. Spend some extra time learning the game and before you know it you'll be spraying champagne and signing product endorsements in Victory Lane.

"Simple changes to your tires can make a huge difference in both their performance and life."



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The screenshots used throughout this article feature the enhanced graphics available to owners of Rendition 3-D Graphics boards. For more information on 3-D graphics boards and Rendition technology, watch for the holiday issue of *InterAction Magazine*.

COMMIT TO EXCELLENCE FRONT PAGE SPORTS®

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1996: A Big Expansion Year for FPS: Sports



New Golf and Trophy Bass sims add excitement to Multi-Award Winning Front Page Sports Pro Line-Up

WHEN IT COMES to sports gaming, Sierra has a fanatical devotion to realism. You see it in monster hits like the award-winning *Front Page Sports: Football Pro '96* and the new *Front Page Sports: Baseball Pro '96*, a title which could steal the "Sports Game of the Year" crown from *FPS: Football* this year.

For Christmas 1996, Sierra is preparing two exciting new additions to the *FPS* line-up. New *Front Page Sports: Golf* and *Front Page*

Sports: Trophy Bass 2 bring the charged intensity of pro golf and the excitement of competitive bass fishing to

A fanatical devotion to realism.

life on your computer.

When you want to create the most realistic golf sim possible, you get the best designer in the business. That's what Sierra did to create *Front Page Sports: Golf*. Vance Cook, the original *Links 386* designer, pushed the envelope on golf

game design to create a 3-D, physics based title that is so exact, you can measure every hole and clubhouse to within inches of their real-world counterparts.

In developing *Front Page Sports: Trophy Bass 2*, Sierra called on a whole team of pro bass anglers. What's really exciting is the new Internet and LAN connectivity for full-featured tournaments with PC anglers worldwide. If you

want realism in your sports gaming, only one line-up delivers. That's Sierra's *Front Page Sports*



SIERRA ON-LINE

The Return of a Legend

by Clint Boswell

JUST WHEN THEY said Dallas running back Emmitt Smith couldn't get any better, that the years of being the NFL's workhorse had taken their toll, he goes out and scores a record for rushing touchdowns and wins a third Super Bowl ring. It could happen with the new *Front Page Sports: Football Pro '97 Season*. And it's coming fast.

Slated for release this fall, *FPS: Football Pro '97 Season* retains all of the *FPS: Football* features which have made the title a three-time winner of *Computer Gaming World's* "Sports Game of the Year" award. But the off-season has seen an overhaul

human opponents via a modem or network in live-action games. Whether they're in the office or around the world, you can taunt your opponent after you grind his quarterback's ailing shoulder into the turf.

Man in Motion

FPS: *Football Pro '97* looks as well as it plays. Realistic motion-captured figures and over 18,000 frames of animation brings the players off the turf and in your face. Even jersey numbers are texture-mapped to put the finishing touches on the highest-quality football graphics available. The stadium fields feature real grass or artificial turf, which can get muddy or slick when

it rains or snows.

The game play is modeled on a physics-based 3-D environment where every factor of the weather can effect the outcome of the game. And with Windows 95 you can multi-task and run games in the background while you work

(so the boss doesn't know).

Making plays can be as easy or complex as you want. You can utilize the simplified Play Editor, featuring Play Wizards, to create an 80-yard score every time—like Lombardi's Packers on the toss sweep. Or you can choose from the 10,000 plays that are built-in with the game. It shouldn't be hard to



All the excitement of the big goalline stand. You pick the angle to see if Pittsburgh makes that last critical yard.



Critics called them the "team to watch." Check out the team stats updated for the new season and see if you agree.

find one to your liking.

The improved Camera Angle Management System (CAMS) gives you a view of the action from any spot in the stadium—from the quarterback to sidelines, the cheap seats to the blimp—all made easier through a simpler-to-use interface. The sound is improved with grunts, pops, and cheers coming from multiple stereo angles.

As good as *FPS: Football Pro '97* looks, strategy and realism makes it the world's best grdlron sim. Full 53-man rosters

allow you maximum depth to fit your coaching strategy. And only FPS: Football Pro: '97 gives you the opportunity for league play with up to 30 teams, or play through an entire career as you watch your prized rookies develop into Pro Bowlers.

Bigger, stronger, faster.
That's today's National
Football League. And that's
Sierra's *Front Page Sports:*
Football '97 Season.



Pick one of the thousands plays included, or design your own.

which is sure to make
Football Pro '97 the MVP
of football games yet again.

The most significant new feature of *FPS: Football Pro '97* is the option to tackle



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Major League Power Hitter

EVER SINCE ITS release earlier this year, *Front Page Sports: Baseball Pro '96* has been ranking up accolades from fans and the press for its true-to-life baseball action and physics-based game play. One look at *Baseball Pro '96* and it's easy to see why. The game has none of the canned play that dominates most baseball games.

Game to game, season to season, factors such as weather, ball spin, and many others influence the outcome. While the title is Windows 3.1 compatible,

"Front Page is the only baseball sim that manages to re-create the physics of baseball on the field."

—PC Gamer



So you want to knock it outta the ballpark? Timing is the key to a good connection.



The CAMS system lets you control the action from anywhere in the ballpark, from home plate to the blimp!

playing under Windows 95 gives multiple scalable windows so you can easily manage a variety of functions.

Major League Graphics

The realism in *FPS: Baseball '96* is equaled only by the appearance of the players. All the major MLBPA players are here, even Randy "The Big Unit" Johnson, brought to

life with motion capture and thousands of SGI animations. And if it's the stadiums you want, check out the lifelike, 3-D models

of the 30 Major League stadiums.

What type of options do you want in a great baseball game? *FPS: Baseball '96* is option-rich. Play as the General Manager, as Manager, or as a Player, controlling every move the team makes. Or you can be the Commissioner and control everything! One of the most important features in *FPS: Baseball Pro '96* is the CAMS (Camera Angle Management System), which gives you the power to watch and control your teams from home plate to the nose-bleeds.

Do you like variation in your baseball? No other game comes close to the same number or type of league play

options. Finish up a season as a big league winner and you might see your players inducted into the Hall of Fame, win a Cy Young award, the Triple Crown, or a Golden Glove for outstanding defensive play.

Whether you're looking for the hottest arcade-style baseball action, the most

realistic graphics, or the most accurate simulation from the beginning of Spring Training to the last Big Show, you'll find it in *Front Page Sports: Baseball Pro '96*.

"I think what grabs me about the Front Page Sport games (Baseball and Football) is that you actually have little men on the screen, trying their best to play the game. Sometimes they do well, sometimes they screw up, and sometimes they commit bonehead plays, just like in real life."

—Stuart R. Malis via CompuServe



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Champion of the Greens

by David Senan

SIERRA'S *FRONT PAGE Sports* series has crowned a new champion. Following in the tradition of the *FPS* series' Commitment to Excellence, *Front Page Sports: Golf* is the most realistic computer golf game to ever hit the links—bar none. Grab your driver, tighten your spikes, and get ready to play a round with the next big star on tour, *Front Page Sports: Golf*.

Adjust Your Grip

FPS: Golf sets par for realistic golf sims and tees off on the competition with a new true-to-form swing technique called TrueSwing™. You can use the traditional Tri-click swing method, but



The featured courses are accurate to within inches of their real-life counterparts.

TrueSwing offers completely realistic shot control with a

revolutionary swing control option. Start your backswing by pulling the mouse back. Launch it all the way forward to complete your follow through. The speed and direction

you apply with the mouse determines how the ball moves after you've let it fly. Imagine—a game with a golf swing that actually requires using your arm

Finally, gamers have com-



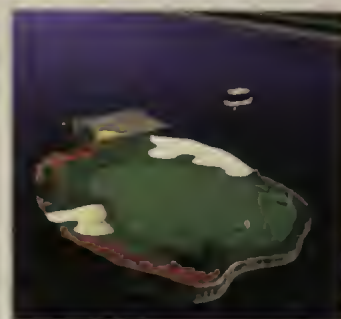
Vance Cook, the original Links 386 designer, looks beyond the surface to re-create the courses featured in *FPS: Golf*.

A New Course: Free!

Play the Coeur d'Alene Add-on

The first add-on course for *Front Page Sports: Golf* is here, the world famous Coeur d'Alene Resort Golf Course in Coeur d'Alene, ID. The really good news is that this course will be included free with a limited number of *FPS: Golf* packages.

This 18-hole mountain paradise offers varying terrain such as the daunting lakeshore of Lake Coeur d'Alene, the ball-hungry Fernan Creek, and the only floating green in the world. Golf in the mountains has never looked better...or more real. Look for the *FPS: Golf/Coeur d'Alene Add-on Course* bundle at your favorite Sierra retailer. Act fast and get 'em before they're all gone!



plete control over the path of their shots. TrueSwing allows players to navigate doglegs and gun for the pin with a fade or draw. Pitch and run your ball up on the green with the accuracy of a pro. Now you, not some golf engine, control how much English you put on the ball. Just like the real game of kings, your score depends on your accuracy.

255-Player Tournaments

Just like the real game of golf, *FPS: Golf* offers you countless modes of play. You can challenge a whole roster of computer players in one of 12 modes including Stroke, Match, Skins, Scramble, or Ryder Cup play. But the game assumes much bigger proportions when you link up to a whole lot of players through a LAN (Local Area Network). You can play head-to-head against a single player or include up to 255 players for tournaments that can rival

the Masters in size!

If you're looking for other *Front Page Sports: Golf* players, check out the *FPS: Golf* Home Page at www.sierra.com. Here you can find other PC golfers who are just as eager to prove that Trevino has nothin' on them.

The Mind Behind the Maverick

FPS: Golf was designed and produced by computer golf guru, Vance Cook. Vance was responsible for revolutionizing the computer golf genre with *Links386* and *Links386 Pro*—true sinis that established him as the industry's premier golf game designer. With a whole new level of technology at his disposal, he created *FPS: Golf* to set a new par by which all PC golf games are judged. He left no sand trap or green unmapped as he spent months studying ball dynamics such as flight paths, bounce physics, spin,

and the effects of wind and weather to simulate the exact look, feel, and playability of every shot on each course. Vance and the design team strive to make PC golfers feel like they're actually playing the world's most comprehensive golf sim—which they are. The game features full 3-D player movement, texture-mapped terrain, and fabulous panoramic views—so you



The new Chat feature gives you the power to bring a little of that "Happy Gilmore" flavor to golf. No snobs here!

can look around to see if anyone saw your last worm-burner. Every detail of swing mechanics, ball movement, and course condition has been modeled with precision to make *FPS: Golf* every bit the challenge that has made golf the most popular game in the world.

Making the Cut

It's not just how you play, it's where you play. *FPS: Golf* comes loaded with two

of the most beautiful and challenging courses in North America, The Prince In Kauai, HI, and the world famous Pete Dye Golf Club in Bridgeport, WV. These stunning computer-rendered courses are modeled (literally) within inches of the real thing. That means that everything you see in the game, from the bunkers, to the ponds, to the hot dog hut between holes #9 and #10, is exactly what you'd

see if you played a round at the real courses.

Hackers — All of 'em

FPS: Golf makes other computer golf games look like hackers. It's a combination of 3-D rendered and animated golfers, the dynamic never-seen-before golf swing option, TrueSwing, and

These stunning computer-rendered courses are modeled (literally) within inches of the real thing.

heautifully modeled championship courses that make this a golf experience like no other. Whether your handicap is 10 or 110, *Front Page Sports: Golf* lets you test your skill with the newest maverick of the game. Just remember not to wear your spikes in the club house.



INTERACTIVE TRUESWING!

New Interactive TrueSwing™ allows the most realistic swing control. How you glide your mouse determines your shot direction. The traditional tri-click swing is also available.



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On-Line Play Adds a New Hook to **Trophy Bass 2**

by John Sauer

BASS FISHING. LIKE NASCAR, it's almost a way of life for millions of outdoor sports fans coast-to-coast. There's nothing quite like the thrill of snagging a big 10-pounder and getting a dose of aquatic attitude as you struggle to get the unwilling trophy to the boat. Unfortunately, bass fishing can be a tough sport to get into with lots to learn and some pricey equipment to be bought, and most of us aren't lucky enough to live on a lake. Until last year, the only way to get into the action was with a large investment in time and money. Then came the original *Trophy Bass*, which brought the thrill and excitement of bass fishing home in a fun and highly realistic fashion.

Now for 1996, *Front Page Sports: Trophy Bass 2* carries the thrill of real sports competition into the age of interactive entertainment. While the original *Trophy Bass* faithfully recreated the battle of wills between man and fish, this new edition adds the competitive aspects of tournament bass fishing to bring the excitement level up one more notch. The head-to-head modem, multi-player LAN and Internet play options offer a whole new world



of tournament and partner virtual bass fishing, which allows players everywhere to share in the fun, action, and excitement of *FPS: Trophy Bass 2*.

Pros Who Know How To Win

To bring the excitement of the game to the next level and add the real feel of professional competition, Sierra has signed up four of the nation's top angling pros to collaborate on the design and supply insight into what it takes to make it in the big lakes. Get hooked up with this CD and you find out how to catch 'em from Larry Nixon, Kevin



Denny Brauer:
eight-time winner on the B.A.S.S. Tournament Trail.

VanDam, Denny Brauer, and Penny Berryman.

Through the over 100 professional video tip movies included in *FPS: Trophy Bass 2*, these pros deliver the knowledge you

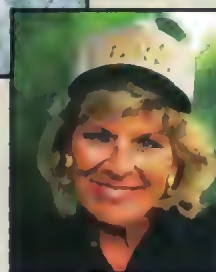
need to become a better angler both in the game and in the real world. And you should listen to their tips because these are a few of the pros you fish against if you enter a Tournament or play in Career mode.

Catch Bass On-Line and Get A "Net" Around it

Sure, playing against the pros in the game is a lotta fun. But *FPS: Trophy Bass 2* opens up the playing field by giving you the ability to play head-to-head against your bubba via modem,

against up to 100 players in tournament or partner play over a LAN, or as many as 100 gamers over the internet in tournament play.

Logging on to a multi player game is as easy as clicking a button. Sierra has a *Trophy Bass Chat*



Penny Berryman:
19-time world champ qualifier on the Woman's Pro Tour.



Crankbaits get you down to where the big ones hide.

Room where players can find challengers for tournaments and on- or off-line head-to-head games. Now you can sit at home and hook over the 'Net with an angler on the other side of the world for a day of fishing. You can find the *Trophy Bass 2* angler's connection and the Chat Room by clicking the Internet button in the selection screen or by surfing to www.sierra.com/games/tbass2/ and following the links to the *FPS: Trophy Bass 2* Home Page. This type of Internet play is opening up new possibilities for bass fishing tournaments. Imagine a new bass circuit that would be totally on-line, where novice anglers like you and I could compete against the real bass pros. Sierra is planning to host the first-ever virtual bass tournament this October. Stay tuned to the *FPS: Trophy Bass 2* home page for more information on how to join.

These Bass Are Real...Aren't They?

What makes a big bass bite and what shuts 'em down? Is it hunger, habitat, weather,

time of day or time of year? It's all the above, and each of these important factors—as well as a hundred others—were used to create the artificial intelligence for bass behavior in *FPS: Trophy Bass 2*. Already, the pros and press are calling it the most accurate fishing simulation available on a computer.

FPS: Trophy Bass 2 features ten of the top fishing lakes in America. To bass fans these bodies of water stand out like the most famous NASCAR tracks. Imagine

being able to wet a line in angling meccas like Lake Meade, Sam Rayburn Reservoir, or Lake Eufaula. These bass havens each hold literally thousands of acres of water, offering unlimited fishing opportunities.

Now This is a Tackle Box!

A top-rate bass fishing simulation like this wouldn't be complete without a wide selection of tackle, and *FPS: Trophy Bass 2* has a selection that would make any pro green with envy. Accessing the tackle choices is simple.



Larry Nixon: pro fishing's "all-time money winner."

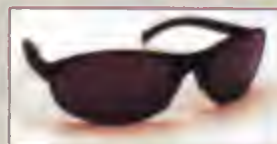


On-line chat lets you share the fun with other anglers.

Hey, Bubba! WIN a Fishin' Trip!

Sierra wants you to stop wishin' and go fishin' with the *Trophy Bass 2*

Sweepstakes. One lucky angler will get the **GRAND PRIZE**: an **ALI-EXPENSES** paid, 3-day fishing trip on the lake of your choice from the ten



H2Optix



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lakes featured in *Trophy Bass 2*. One of the nation's top pros from the Pinnacle Bass Team will be your guide. You'll also get a top-of-the-line Pinnacle rod and reel, Pro Team jacket, shirt and hat. One hundred **FIRST PRIZE** winners will receive a pair of H2Optix Polarized Sunglasses, the hottest shades on the water.

To enter mail a 3"x5" card with your name, address, age and phone number to TROPHY BASS 2 SWEEPSTAKES, P.O. Box 1301, Coarsegold, CA 93614. Entries must be received between September 15, 1996 and January 15, 1997. Odds of winning depend on the number of entries received. The grand prize is one (1), three (3) day fishing trip with a Pinnacle Rods & Reels Pro Team Member on one of the ten lakes featured in *Trophy Bass 2* (winner's choice) consisting of one (1) round trip coach-class airline ticket to selected lake, Two (2) nights hotel accommodations at a hotel selected by Pinnacle, one (1) Pinnacle fishing jacket, one (1) Pinnacle fishing hat, one (1) Pinnacle fishing shirt, and one (1) Pinnacle fishing rod and reel (total approx. value \$2,500). Any required fishing licenses or other licenses or permits, as well as spending money, will be the sole responsibility of the winner. The first prize is one (1) pair of H2Optix Polarized Sunglasses (approx. value \$100). All prizes will be awarded. Winners will be selected in a random drawing to be held on February 1, 1997. Winners will be notified by U.S. mail. Prizes are not transferable, and may not be redeemed for cash. Dates of travel and hotel accommodations subject to availability. Travel must be completed by December 31, 1997, and must be convenient for the selected Pro Team Member. Taxes, if any, are the sole responsibility of the winner.

No one under the age of eighteen (18) is eligible, contest open to residents of the U.S. only. Winners (on behalf of themselves and their heirs and estates) will be required to sign a Release Form authorizing use of Winners' names and likenesses for promotional purposes and releasing Sierra, Pinnacle, H2Optix and other related parties from any liability for death or injury to Winner or third parties. For the name of the Winners, send a self-addressed, stamped envelope to: *Trophy Bass 2* Sweepstakes Winners List Box 53210, Bellevue, WA 98015-3210, after March 1, 1997. So don't sue us, OK?

Starting with three main equipment choices—Lures, Rods and Reels and Casts—all you have to do is click or "drill down" through the tabs to select one of 200 lures, 15 rod and reel combinations, or a number of casting styles.

A good fishing sim should give you the knowledge to be a better angler—and *Front Page*



Angler of the Year Kevin VanDam: The Young Turk of pro bass fishing.

Sports: Trophy Bass 2 delivers. But the title offers something even more important; the ability to share one of the finest sports with anglers all over the world. And you just can't do that with any other fishing game.



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www.sierra.com/games/tbass2/

One Call Gets Them All

Painless Patches and Useful Upgrades

by Cindy Vanous, Sierra's Assistant Webmaster

Today, we're talking software. (Hey, if we were talking about the grooming habits of hairy-nosed wombats, you'd give up on us.) The thing about software: it changes constantly. If you don't keep upgrading it, someone else will come along offering all the things your product has, plus a few more goodies. The next thing you know your sales have dipped below the popularity of O.J. jokes or corduroy pants. To prevent this terrible fate (there's nothing sadder than software engineers sitting on a curb holding signs that say "will program for food"), you have to think ahead. As soon as a product is released, we're already designing the next version. The best part is that upgrades cost considerably less than buying the product all over again. Here's how it works.

Print Artist

The current version of *Print Artist* is 3.0, but what if you have version 2.5 or a version from back when the product was called *Instant Artist*? If you were to buy *Print Artist* 3.0 directly from us, or at your software store, the price would be \$44.95 for either the diskette or CD-ROM version. But you already have a copy of 2.5, so we should pull out our established-customer cleaver and hack a big chunk off the price for you, right? Right! The upgrade price to 3.0 is only \$19.95 for the floppy or \$29.95 for the CD-ROM.

What if you bought 2.5 within the last 90 days? Don't worry. Just contact our



Direct Sales department, provide them with the original dated receipt, hand them \$5.75 for shipping and handling, and we'll send you version 3.0. at no additional cost.

"Wait!" I hear some of you say. What if you were among the poor deluded souls who were snookered into purchasing an inferior print program... kinda like *Print Artist* but not actually *Print Artist*? Shouldn't Sierra give you a break if you'd rather use the one-and-only *Print Artist*? Well, how could we possibly refuse a plea like that? We'll be happy to give you a discount! Just contact our Direct Sales department for information on our "competitive upgrade" pricing.

MasterCook

If you have an older version of *MasterCook*... same deal. You can continue to use the older version—it's not like recipes expire. If you want all the cool new features of *MasterCook* 3.0, you can upgrade to either the diskette or the CD-ROM version for only \$19.95. The upgrade's free if you purchased the older version within the last 90 days.

FPS: Football

Let's talk games! Do you have an *Front Page Sports: Football Pro '96*? Would you like to see an upgrade to *FPS: Football Pro '97*? No problem: as long as you have your proof of purchase,



Cindy Vanous as she appears in *Betrayal in Antara*.



the upgrade price is just \$29.95 plus shipping and handling. Upgrade pricing on all of our products is available only through our Direct Sales department. Wouldn't you hate for them to sit around all day with nothing to do? So call!

Patches

So that's upgrades. Now, let's talk patches. Have you ever wondered how much information goes into one of these programs you purchase? Well, for the average game, you're looking at 75,000 lines of programming code. That's like a book manuscript with 75,000 sentences in it. What do you suppose the odds are, even after proofreading (or in this case, extensive testing), that there might be a typo in there somewhere, or one little word might be used incorrectly? It's not inconceivable, is it?

That's where patches come in. If we find an error in the program after the product has been released, we fix the file that has the problem, put the updated file on a diskette, and call it a patch.

When you install this patch to the product's directory on your hard drive, it overwrites the damaged file, and replaces it with the working version. Usually, if you see problems in one of your programs, it's something on your system causing the problem. But sometimes the error is in the program itself. When it comes to patches, there is no charge to you for the updated file.

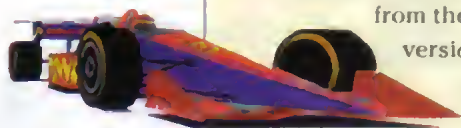
Below is a list of our most commonly-requested patches, and the stuff they fix.

Keep in mind that these patches are not a magic wand that make all possible errors go away. Many problems are



due to system setup issues, not errors in the program. If your error or problem is not listed here, or if you apply the patch and continue to have trouble, please contact our Technical Support department. They're happy to help you with any problems you encounter in any of our current products.

- **Silent Thunder: A-10 Tank Killer 2** – ST101.EXE
Corrects sound trouble, adds a joystick calibration feature and the ability to fire weapons without having a weapons lock.
- **MasterCook 3.0** – MCCL33SF.EXE, MCDX33SF.EXE, or MCST33SF.EXE
Corrects several errors and importation problems in MasterCook: Cooking Light, MasterCook Deluxe, or MasterCook 3.0.
- **IndyCar** – ICR100_2.EXE or ICR101_2.EXE
Corrects yellow flag problem, race order corruption, and understeering problem. Also prevents the mouse from being automatically selected for controls.
- **Torin's Passage** – TORINPAT.EXE
Corrects Error 47 and General Protection Faults.
- **Front Page Sports: Trophy Bass** – TBASS101.EXE
Corrects save and restore issues, fixes disappearing fish problem.
- **NASCAR Racing** – NAS121.EXE
Gives realistic damage to computer drivers, fixes all other known problems.
- **Gabriel Knight 2: The Beast Within** – GK2PAT.EXE
Corrects out of memory errors, CD errors and occasional lock-ups in chapter 6.
- **Phantasmagoria** – PHANTPAT.EXE
Corrects problems when playing



in DOS (install the patch and play from windows).

- **The Rise and Rule of Ancient Empires** – RISE101.EXE
Adds significant AI improvements and modem play for Win 3.1 users. Fixes third level building problem.
- **The Island of Dr. Brain** – BD2PAT.EXE
Corrects faulty message display.
- **Front Page Sports: Football Pro '96** – FBP9611.EXE
Corrects crowd noise, lockups and statistics problems.
- **Police Quest 1, VGA version, PQ Collection** – PQ1VGA.EXE
Corrects lock-ups related to high-speed 486 and Pentium computers.
- **Quest for Glory 4: Shadows of Darkness** – SHADOWUP.EXE
Diskette version only, corrects problems importing characters, error messages and minor game issues.

We are currently working on patches for *Front Page Sports: Baseball Pro '96*, and *Missionforce: CyberStorm*, and will post them at the usual places (see sidebar) when they are ready.

If you purchased IndyCar II for DOS, and you've now upgraded to Windows '95, you're in for a treat. We've upgraded as well, and the new version of IndyCar II burns major rubber all over Win '95! For an upgrade

from the DOS version to the Win '95 version only, send back your disks and game manual, and we'll send you the new version for only \$15.00. We'll pay the shipping and handling, so it's \$15 for everything! Send your disks and documentation, plus that check or money order for \$15, to Sierra On-Line Direct Sales, P.O. Box 485, Coarsegold, CA, 93614.

Where to get upgrades:

Phone: 1-800-757-7707

Fax: 1-408-644-2018

Snail mail:

Sierra On-Line Direct Sales,
P.O. Box 485
Coarsegold, CA 93614

Where to get patches or technical help

Sierra BBS: (206)-644-0112

SierraWeb: <http://www.sierra.com/>

CompuServe: type GO SIERRA

America Online: keyword SIERRA

E-mail: support@sierra.com

Fax: (206)-644-7697

Phone: (206)-644-4343

Snail mail:

Sierra On-Line Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506

Please provide as much information as possible such as computer type, memory, soundcards, and things of that nature.

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Warning: On the following pages, you'll find information on a lot of great games you're gonna want real bad. But don't put them on your Christmas list. At least not for this Christmas. These games are all shipping in 1997, and some of them may not be available until 1998. If you are without infinite patience, you'd best skip these pages.



by John Sauer

One look and you know that this isn't just the next *King's Quest* title. Gone are the animated, comic-style graphics and Disney-esque characters. *The Mask of Eternity* bears little resemblance to its predecessors. You could say it is adventure gaming at the next level.

No one can deny that the *King's Quest* series is the most influential series of adventure games ever to be released. Throughout the years, millions of players world-wide have been captivated by Roberta Williams' worlds of fantasy and myth. Her unique mastery of weaving story and game play into high adventure has set standards by which all quest games are measured. In each *King's Quest* title she has never shied away from breaking

King's Quest: The Mask of Eternity

"What we're doing is creating a whole new gaming technology." —Roberta Williams



Connor mac Lyrr takes in the panoramic view of a river of lava in the lands of fire. Getting across could be a big problem.

established stereotypes, exploring human values and ethics, and pushing the outer limits of technology to create new experiences for players.

Now Williams is again creating new frontiers for the

released, featuring revolutionary technologies that until now have never been used in an adventure game. Will it bear hallmarks of the *King Quest* series such as the Kingdom of Daventry? Yes. Does the game carry the same sense of wonder and high adventure that made the series so

genre she has worked so hard to establish.

King's Quest: The Mask of Eternity is a title unlike anything ever created. This is the most interactive and immersive adventure game Sierra has ever



Connor begins his adventure in Daventry, but he doesn't stay there long. Seven new lands await!



much fun? Most definitely. But *Mask of Eternity* will come to life with a look, interface, and feel that is much more real than any title you've ever played.

The Future of Gaming

One of the most noticeable differences between *The Mask of Eternity* and earlier titles is the highly rendered, almost "live" quality of the world, characters, and creatures you encounter. The realms were created in 3-Space, a powerful software tool that is commonly used to develop finely detailed backgrounds for cutting-edge flight simulations.

Adapting this technology with the use of multiple camera angles gives the game 3-D perspectives few other titles can match. "We're even creating our own version of 3-Space for doing interiors such as caves, castles, and forests. We're not just creating a new kind of *King's Quest*," says Williams. "What we're doing is creating a whole new gaming technology."

One of the most telling marks of the *King's Quest* games is the feverish intensity with which Roberta designs her worlds of fantasy. These diagrams often cover an entire tabletop and are filled with so many detailed maps and sketches, that following the interweaving of their paths is almost like reading a story. The world of *King's Quest: The Mask of Eternity* reaches from the sunless Underworld of the living dead through the alchemical plains of Earth, Air, Water, and Fire, into the ether of the Celestial Realm—and even to a dark, mysterious island temple.

Her vision for a completely 3-D,



Frost Demons inhabit the higher reaches of their domain. They are not sociable and hate intruders.

immersive game environment is shared by her husband, Sierra CEO Ken Williams. After reviewing the direction the PC gaming industry was moving toward, they decided to bypass the gradual move into dimensional game play and forge headlong into future: real-time 3-D games that offer the reality of a live-action game but with the open-ended sense of adventure and exploration that comes from within a 3-D world. With the game's release planned a year and a half from now, it will take that long for computers with 3-D accelerator hardware to be readily affordable.

A World of Many Realms

The Mask of Eternity is no mere sword and sorcery adventure. You enter the

Kingdom of Daventry as Connor mac Lyrr (the son of a fisherman), who alone has been passed over by an evil spell that has turned every mortal inhabitant to stone. Connor must find a way to restore them to flesh and blood. At the heart of the dilemma is *The Mask of Eternity*, which was broken into seven pieces and scattered by the Cosmic Winds to seven different lands at the moment of Connor's birth. A piece of the Mask touched Connor as he was born, leaving a vivid scar on his cheek. He carries this scar as an adult—a sign that he has been marked for greatness. The quest to find the seven pieces of the Mask and restore them to the Island Temple is his destiny. Only by accomplishing this can he end the chaos that now rules the land.

Moral Choices

In dealing with the challenges of finding the seven pieces of *The Mask of Eternity*, the title gives you more ethical choices than ever before. A prime example is the potential to destroy some of the evil, magical beasts that get in your way—a mode of behavior that was not included in previous games. "If this was the real world, you might have to actually fight and kill an enemy," says Williams. "In *The Mask of Eternity* there are seven instances where you must mortally defeat a monster before you can proceed."

Due out for Christmas 1997, *King's Quest: The Mask of Eternity* is sure to set a new benchmark for adventure. If you are a *King's Quest* fan, this is the definitive *King's Quest* game. Stay tuned to the next issue of *InterAction* for a look into the realms of *The Mask of Eternity*.

Fire bugs are everywhere in the hotlands. Beating them calls for more than just fighting fire with fire.



Christmas 1997!?!? Yikes! But it'll be worth the wait. It always is when Roberta Williams goes back to the drawing board to redesign the future of adventure games. While you're waiting, you may also want to save your pennies. Word is that this game will be so big it'll only run on a Pentium. You'll likely need a new computer to play this one.



Ex-Los Angeles Police Chief Daryl Gates continues to be one of the most controversial men alive, but there's no denying that his *Police Quest* games are among the bestselling in the world. With *Police Quest: SWAT* still riding high on the charts, we sent writer John Sauer to get an update on the *SWAT* sequel already in progress.



by John Sauer

It's been a year since Sierra released the first computer simulation ever to give players hands-on experience in the adrenaline-pumping world of the LAPD SWAT Team with *Police Quest: SWAT*. Designed by Daryl F. Gates, the creator of the original SWAT team in the 1960's, *SWAT* is so accurate that it has since become mandatory training for police units all across the country. *Police Quest: SWAT* puts you through the training programs of this elite crime fighting force, then pits you against a series of life-or-death missions geared to advance your career as a law enforcement officer.

Only one man and one company could team up to create a second *SWAT* game. Sierra and Daryl Gates have joined forces once again to draw you deeply into the life on the edge with *Police Quest: SWAT 2*. Based on the intense, life-or-death world of law enforcement first profiled in *SWAT*, the upcoming *Police Quest: SWAT 2* brings you closer to the action with the ability to play 30 missions as both the Chief or as the Element Leader, the two most important positions in a SWAT team.

SWAT 2 is much more than a police tactical simulation. It delivers the real-time urgency and excitement of an action game with the complexity and attention to detail of a strategy game.

Look Into The Mind of A Terrorist

Though Chief Gates is best known for his role as the man in charge during the Watts Riots of 1965 and the Los Angeles riots of 1993, his largest scale security operations were actually during the Los Angeles Olympic Games of 1984. It was

Daryl F. Gates: Police Quest SWAT 2

Who Will You Be:
Top Cop or Top Terrorist?



Former LA Police Chief Daryl Gates with *SWAT* Co-designer Susan Frischer.

in the preparations for these security operations that Gates gained expertise in the area of Terrorism and countertactics. This expertise is built into the coming *SWAT* simulation in a most original way.

SWAT 2 strikes a major first by allowing you to delve deep into the criminal mind. Though you play the first half of the game "straight," as a SWAT team Chief or Element Leader, you have the option to play the last half of the game as the leader of the terrorist group that you encounter throughout the missions. Take this tact and you may find yourself asking the question, "Am I good enough to go up against one of the finest SWAT teams in the nation?"

Real Life Dramas

SWAT 2 takes place in the crime-ridden streets of LA. Where the first *SWAT* title was based in the training



Get careless on the job and BANG! You're dead. That's the job when you join an elite SWAT unit.

it takes to become one of the elite SWAT team, *SWAT 2* takes you straight into the action. The game's 30 missions are taken from actual LAPD SWAT call-ups and range from a rural Freeman-type sit-

uation featuring a lot of negotiations to terrorists holding passengers hostage in a jet on a runway, to strange twists of fate such as a 7-11 owner who has cracked and is holding hostage the gunman who tried to rob his store.

Cat and Mouse On-Line

This game will be designed and coded to support network and on-line play. In multi-player games, each player will direct the action of either a SWAT element (5+ officers) or a group of terrorists. In a life or death game of cat and mouse, either the SWAT officers will capture or kill the terrorists, or the terrorists will kill the officers and make good their escape.

SWAT 2 will also support user-created scenarios in which the player populates

a location with suspects with custom-tailored AI personalities. The location can be barricaded or booby-trapped. Players can also design an element and then try to beat that as a suspect.

Missions based on real LAPD SWAT call-ups.

- Thirty missions (15 playable from terrorist or SWAT perspective).
- Non-player characters with artificial Intelligence and "personalities" that are different every time you play.
- Real-time game with slider so that the player can control game speed (1e: 1 game minute = 5 real minutes).
- On-line hints from former LA Chief Daryl Gates himself.

"SWAT 2 strikes a major first by allowing you to delve deep into the criminal mind...you have the option to play the last half of the game as the leader of the terrorist group."

The triumph of *Shivers* shows that great games can still make it big even against the most heavily hyped releases. *Shivers* arrived in stores about the same time as huge Christmas releases like *Phantasmagoria* and *The Eleventh Hour*. The competition might have crushed a weaker game, but that's not what happened...



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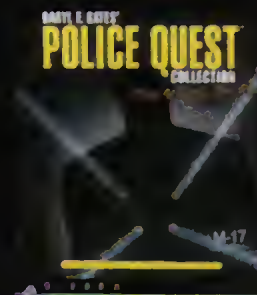
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Police Quest: SWAT

Daryl Gates, former head of the LAPD and the originator of the Special Weapons and Tactics (SWAT) concept, takes the *Police Quest* Series to new levels of realism. Learn what real SWAT officers face as you work the streets of Los Angeles.



Police Quest: Collection

It's here, the first four *Police Quests* are now available in one collection. See how the series evolves as former LAPD Chief Daryl Gates takes over as creative consultant.

Order Direct From Sierra
Call 1-800-757-7707

Winning every time in "head-to-head" comparisons with the other holiday horror releases, *Shivers* became the "word of mouth" hit game of '96. A year later, it's still a hot seller. Now Designer Marcia Bales and the *Shivers* team are hard at work on a new game to build on the *Shivers* success story.

Sierra Prepping New *Shivers II*

Sequel to the Sleeper Hit That Has the On-Line World Talking



The mystery begins with a dark mysterious figure in an old ghost town.

Welcome to the Cyclone Motel. You can check in any time you like, but you can never leave... *Or can you?*

In *Shivers II*, you find yourself in the deserted town of Cyclone, AZ. An eerie feeling of uneasiness surrounds you as you search for your missing friends. Search the town for clues to the dark secrets that no one in Cyclone wants to share with you. As the game progresses you find the townspeople have all disappeared, one by one. Yet no matter where you go, you always feel as if someone is watching your every step.

The intricate story evolves differently, depending on the

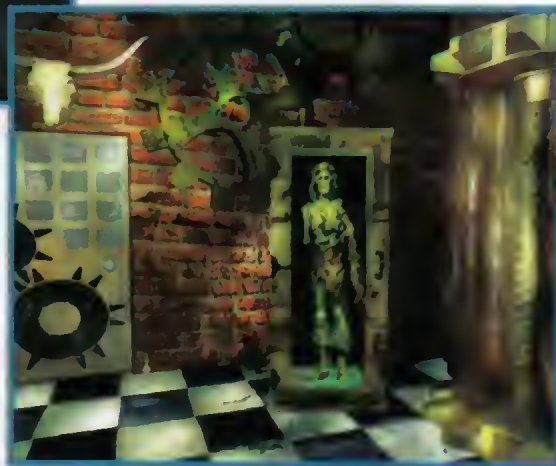
moves you make. Maybe the ancient kachinas, the spirit messengers of the Pueblo Indians, will help you on your quest. But don't be fooled by the evil Darkcloud. This deceptive spirit can be anyone or anything, and is always close behind you.

Just what is the true identity of Darkcloud? Solve the mysteries by deciphering hidden messages, collecting prayer sticks and keeping a clear head against the mystic powers of ancient spirits. If you are careless, you may jeopardize the life of your friends and yourself. Darkcloud excels at exploiting your mistakes.

Designer Marcia Bales and the *Shivers* team have been working

hard to assure that *Shivers II* will keep you playing for hours on end with even more of the excitement and suspense that made the first *Shivers* such a success.

If you enjoy games that take you to the edge and leave you hanging there for hours at a time, and a challenge that will keep you playing well into the darkest hours of the night, then pre-order a copy of *Shivers II* from your retailer now, or watch for the first release of *Shivers II* in early 1997.



You won't believe the truly creepy tales you get from this crypt.



This bakery looks like something out of the *Twilight Zone* and the game plays like it too.



It seems like the k.a.a. factor has taken hold throughout the many development groups of the Sierra family. (See article on k.a.a. on page 55.) A group of Impressions developers have actually moved out of their offices in their search for fresh new action. Get a load of what they have in store for early 1997.



It doesn't have a name yet. The game developers are keeping the juicier details under wraps, and are guarding the storyline like a rottweiler guards a bone. But what they can tell you is that the game is going to be "4-F" (fresh, fun, fast & furious).

Sierra doesn't often let games get this far into development without having all the details on little things like names, plots, and complete designs, but when you're encouraging designers to do something new and different, change is a good thing. The Impressions developers have actually carried the idea to the extreme. They moved into secluded offices so they could create this hot new game free from the prying eyes of management.

At this point, what we can tell you is that the game play will have a lot in common

Hardcore Action Set To Explode



with *Choplifter* in that you must rescue hostages from alien territory. And like *Lemmings*, they follow you wherever you go. The longer the line of hostages, the more you must plan. Turn around while you are blasting aliens and you could wipe out the folks you came to save. The bad guys are space aliens, the combat is 3-D isometric overhead view, and the multi-player option is sure to turn some heads. Think of it as a thinking man's shooting game.

When the developers show off what they have so far, there's lots of explosions, hostage rescuing, and enough awesome mayhem to keep every action gaming fan happy. Next issue we'll even tell you the name!



Can you keep a group of hostages alive through this explosive encounter?

Sierra is completely revamping the way adventure games look and play, and *Cloak* will showcase the mind-blowing new technology. Be a part of the *Cloak* Revolution. DON'T WAIT. Join up with the *Cloak* Agents!



Welcome to a world of Intergalactic Intrigue. The upcoming *Cloak: The Naked Mind* drops you into the role of a spy who's been cyberwired to a robot on the surface of the alien "Bulb" planet. You must discover if the aliens have the technology to enslave your planet, then carry out a little covert espionage. Remote control has never been so much fun.

Cloak pioneers new game technology that takes advantage of the Windows 95 multi-threading technique. Multi-threading is a clever 32-bit



Pioneering New Technology **Cloak: The Naked Mind** Cutting-Edge Game Play Meets Intergalactic Intrigue and Espionage

way to make a computer do many different things at once, so you can play one aspect of the title while another loads. There is no waiting on game play.

Cloak sports an exciting new triple-window interface that lets you engage in three distinct activities at once. You can, for instance, spy through a camera you've planted while exploring the abandoned mines of Baccos

and consulting a map. To read the *Cloak* backstory and get a first look at the game, go to the *Cloak* Home Page at www.sierra.com/games/cloak on

the SierraWeb. You can also follow a link to join the *Cloak* Agents. As a member of this elite cadre you'll have the opportunity to influence the design of *Cloak*. Joining is free and you get a monthly electronic newsletter *Cloak* needs you. Sign up today!

Do you have ideas you'd like to share with the *Cloak* development teams? They'd love to hear it. Drop 'em a note!



COMING

ATTRACTIONS

There are more than a dozen pinball games available at software retailers. But one of them is so far ahead of the rest that it accounts for more than half of all pinball game sales — *3-D Ultra Pinball*. How do you follow up on a success like that? Read on!



If you think *3-D Ultra Pinball* put a new twist to tabletop flipper twitching, wait 'til you see what Sierra is doing to mini golf. This isn't your typical windmills and putter kind of game. The forthcoming *3-D Ultra Mini Golf* takes the same extreme 3-D universe modeling that is featured in *3-D Ultra Pinball: Creep Night* and applies it to that "slice of Americana" game we've all played at one time or another.

Designed by Kevin Ryan, one of the original Sierra Dynamix division founders, *3-D Ultra Mini Golf* offers 18 wildly diverse holes that'll take more than just a few strokes to beat. The central theme is also a challenge—to see how outta-control and fun each hole can be made with things you can't do in real life. The planned holes

Designer Kevin Ryan and the *3-D Ultra Mini Golf* team enjoyed lots of on-site research in bringing *Mini Golf* to life.

range from lunar moon bases with gravity wells to tropical jungles complete with ruins and erupting volcanos.

There's even a time travel hole where you can send a ball back in time. If that ball just happens to come forward in time and collide with your ball in present time, an anti-matter reaction happens and everything in the known universe explodes. Your punishment for destroying life as we know it? One penalty stroke. We told you, these are things

you can't do in real life. Look for *3-D Ultra Mini Golf* in early Spring 1997, and look for more info in future issues of *InterAction*. Fore!

Sierra's New 3-D Ultra Mini Golf

Gets Outta Control!



Surreal to the point of silliness, *3-D Ultra Mini Golf* is the perfect follow-up to *3-D Ultra Pinball*.

"This Won't Be A Walk In the Park."

OUTPOST 2: COLONIAL REBELLION

A few issues back, we announced that *Outpost 2* was underway. When we didn't give an update on it last issue, people demanded one. Good thing too, because the designers on the project have changed. Pat Cook and Alan McPheeters are now in charge (They hold no less than THREE CGW Game of the Year Awards between them). Here's the latest update straight from the designers'mouths.

InterAction: Tell us about *Outpost 2*. Is it a sequel to the original, a rewrite, or what?

Pat Cook: *Outpost 2* is based loosely on the original *Outpost 1.5* story. The world ends and it's your job to build the future of mankind in outerspace... but the interface, artwork, sound and game play will be radically different... It'll have about twice as many buildings and vehicles as the original.

Alan McPheeters: *Outpost 2* will play in real time as opposed to turn based, and it will have multi-player capabilities over modem, LAN, and Internet. Up to six players can be on the planet at one time. You'll be able to play a single game all over the planet; it won't just be your own little colony.

IA: People raved about the original *Outpost 1.5* graphics. How will those change?

PC: The artwork will be 16-bit. The entire game is being done as a native Windows 95 application, so the players will be able to choose their screen resolution. All that means is the game graphics will be a magnitude better than the original.

AM: *Outpost 1.5* was a tile-placing game. This is a unit-moving game. If you want to bulldoze an area, you need to drive the dozer there. To erect a building, you'll need to pick up the parts at the structure factory and drive the construction vehicle to the site to put it up.

IA: Game play-wise, will you be picking up where *Outpost 1.5* left off?

PC: Not exactly. *Outpost 1.5* fans will recognize some of the buildings and vehicles, but the way the game works is completely different. Since it's in real time, there's more emphasis on the action and tactics. You need to make decisions quickly, and there's an element of the game that will constantly be causing tension on the player. It won't be a "walk in the park".

AM: We took the storyline a few years after the original game. You can play as either the main colony, which we call Eden, or the rebel colony, which we call

of people thought the first game was a little slow and there were a lot of times where you were just clicking through turns waiting for something to happen. In *Outpost 2*, we say to the player, "OK, here's where you need to be," and the player will have to figure out how to get there. It's more of a "He who hesitates is lost" approach. With the real-time aspect and the environmental... pressures...the player will be very busy.

IA: Environmental pressures?

PC: Electrical storms, sandstorms, planetquakes, erupting volcanoes and lava flows, meteorite impacts wiping out half your colony, revolting colonists... You know, standard hostile planet stuff (laughs).

IA: So the game is more than an extension of *Outpost 1.5*?

PC: Absolutely. I would say the game is kind of a mixture of *Outpost*, *Sim City*, *Caesar II*, *Masters of Orion*, *Warcraft 2*, and *Command and Conquer* with some *Civilization* tossed in for good measure (laughs).

AM: All of those are really great games. We're trying to take some of the great ideas from them and fit them into this hostile planet survival scenario while still keeping the synergy of the parts there. You know, the "whole is greater than the sum of the parts" philosophy.

IA: When can we expect to see it on the shelves?

AM: Early summer next year. We're hoping to have a playable demo out early next year so people can see how much the game has evolved.



Building mankind's future in space is about to get tougher, faster moving, and more competitive.

Plymouth. Each of the colonies has progressed for several years on its own. Although they share some technologies, they each have some unique technologies and each city has its own personality.

PC: The story starts off with an accident at the Hot Lab in one of the colonies. It has a rather dramatic effect on the planet and the colonies... A lot



Contest

King's Quest Tournament

In the middle ages, kings sponsored tournaments where armor-clad knights jousted to the death in front of cheering, blood-thirsty audiences. Today's tournaments feature a mouse and a computer instead of a lance and horse. They're not quite as bloody, but every bit as exciting. Especially when it's the royal game of *King's Quest*.

For the seventh year in a row, students from the Waverly School District in New York state participated in the King's Quest Tournament as part of the district's Summer Horizons program.

The students, ranging from 1st to 6th grades, are offered "a chance to build critical thinking and logic skills through interactive computer commands,"



Waverly Summer Program Students, Waverly, New York.

says Summer Horizon Teacher Ron Hoodak.

If learning is the goal, then fun is the way. The King's Quest Tournament has begun to attract students from neighboring districts who want to dust off their swords and shields, boot up their mouse and computer, and embark on the riveting journey of *King's Quest*. Good luck guys!

Halloween Pinball Giveaway

October 31st is rapidly approaching and Sierra has prepared some special candy for the occasion. This Halloween, float on down to your local software retailer and get a free 3-D *Ultra Pinball: Creep Night* demo CD. We even included several demos of Sierra's hottest new releases. Make sure to haunt the stores early, because the supply is limited. You wouldn't want to go home with an empty treat bag.



Viva Las Vegas

Robert Goodman's essay entry about the maverick riverboat gambler, Bart, broke the bank. Robert is the grand-prize winner of Sierra's Hoyle Casino



Vegas Contest. He'll receive round-trip airfare to Las Vegas, a three night stay at Bally's of Las Vegas, dinner for two, and tickets to the smash-hit *Jubilee* show. "I'm a frequent visitor to Las Vegas," he said, "but I never really win much." Well Robert, apparently your luck is changing. Congratulations and enjoy your trip!



Sierra Sightings

More and more Sierra games are making it to the big screen. Many readers let their eyes wander and noticed copies of *Outpost* and *Leisure Suit Larry 6* in the Demi Moore movie, *Striptease*. Kevin Dobies of Scotia, NY saw, wrote and won. Nice catch, Kevin!

Another Sierra sighting came from Peggy Grasso and her son from Tulsa, OK. They spotted Gabriel Knight lawyer Frederick Soims playing a newscaster in one of the rides at Disney World's Epcot Center. Congratulations!

If you spot any Sierra products or people on TV or in a movie, let us know. If you're first to report a cool new sighting, you win the Sierra game of your choice, free! Mail your sighting report to:

InterAction Magazine, ATTN: Cultural Reference Contest, P.O. Box 50038, Bellevue, WA 98105-3008



Pages

9021-Lowe

When Al Lowe asked gamers to send in Larry-esque jokes to be included in the upcoming *Leisure Suit Larry 7: Love for Sail!*, he had no idea what he was getting himself into—which wasn't necessarily a first. This time, however, he really opened the floodgates and Larry jokes are piling up faster than rejections to Larry's lewd come-ons. The Post Office is ready to give Al's office its own zip code—9021-Lowe. Nice job everyone! If you want to take a sneak peak at a "naughty but not obscene" collection of Larry contributions, check out Larry's home page at <http://www.sierra.com/games/lsl7/>.



Nothing can prepare you for Rama, but you can win a great T-shirt

Rama is coming—and this is your chance to win. Enter our Rama contest and be one of the lucky winners to receive and wear the official "RAMA is coming" T-shirt. Everyone who enters will receive

informative online information about the Rama game. Enter now at Sierra's web site (www.sierra.com/games/rama/). The future never held so much promise, mystery or intrigue. Here's your chance to get into the game before it gets into you.



Lords of the Realm II— Free T-shirts for loyal subjects

The king has sent out a royal proclamation across the land to all his subjects. "Hear ye, hear ye, all those offering allegiance to Sierra have an opportunity to win one of hundreds *Lords of the Realm II* T-shirts." Register the "Lords" contest now and just for entering we will provide you with "secret" information and hints that could make or break a would-be king. Register today at Sierra's web site (www.sierra.com/games/lords2/). Your destiny awaits.



The Diaries of **Antara**

Since the release of *Betrayal In Antara* is just around the corner, the design team would like to share its Production Diaries with you. (Pretty cool, huh?). The diaries are available on the *Antara* Extra Goodies page and will be updated periodically until the product goes out the door! Until then, www.sierra.com/games/antara/ is the place to be.

Embark on exciting adventures when *Betrayal In Antara* hits the stores later this year.



Sierra Sheet Music

Get ready to play your favorite Sierra tunes! Sax it up with Al Lowe's original Larry's Theme. Instant stardom is yours as audiences will recognize what you are playing. Did we say stardom? Oops, sorry, we meant notoriety. Get Larry's Theme at www.sierra.com/games/lsl7/goodies/music.html.

For a more sinister mood setting, download the sheet music to *Phantasmagoria*. You may not live in a haunted mansion, but with this music, it will definitely sound like you do. The *Phantasmagoria* original score is lurking among the extra goodies at: www.sierra.com/phanta/.

Gabe Knight Does Windows

Yes, you have played *Gabriel Knight: The Beast Within* for many sleepless nights. Now you want to see more but can't find anything? Relax, we have packed up a nice little *Gabriel Knight* Theme Pak for you. All you need is Windows 95 and Microsoft Plus! Zip on over to the *Gabriel Knight* web site and click on the "Extra Goodies" button. The theme pack includes sound bites, wallpaper, new icon and cursors for your WIN95 operating system. Everything you always wanted—it's in the *Gabriel Knight* Theme Pak at www.sierra.com/games/gk/.



"Here's looking at you, WIN95!" Gabriel Knight is now starring on a wallpaper near you.

A **Phantasmagoria 2** Preview of Sorts

Lorelei Shannon, the designer of the new *Phantasmagoria 2*, is one of the more delightfully twisted individuals we've ever had the privilege of working with here at Sierra. How much so? We can't wait to let you know! Though *Phantasmagoria 2* won't be available for a month or so yet, you can download this original short story from Lorelei on the SierraWeb site. Get your own personal preview at: www.sierra.com/games/phantas2/.



Lorelei won't crack your skull, but her short story will make you shudder.

Missionforce: CyberStorm in Cyberspace

We have created a new message board for all you Bioderms out there. You can exchange the latest HERC-setups, strategies or even stage tournaments. Let us know what you think. If this board works well for you, we'll use it for our other products. Access the new board at: www.sierra.com/games/cyberstorm/.



Product Release Schedule

Looking for the latest news on when to expect upcoming Sierra releases? Now you know where to go for the latest information. The SierraWeb has the most current new release calendar you're likely to find anywhere. Check it out at: www.sierra.com/herald/calendar/.



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Check Out Page 100 of this Issue for another 3-D Ultra upcoming hit, 3-D Ultra



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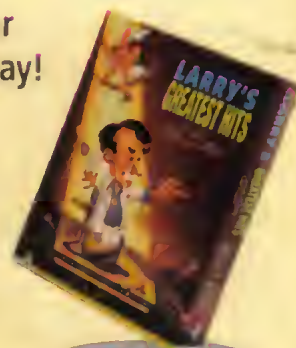


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Since 1984, the King's Quest Series has become the top-selling computer adventure of all time. This collection includes the first six chart-topping King's Quest adventures from *King's Quest I: Quest For The Crown* to *King's Quest VI: Heir Today, Gone Tomorrow*.

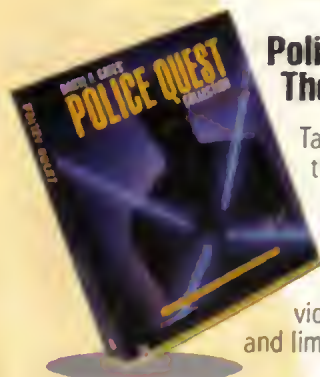
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Leisure Suit Larry's Greatest Hits And Misses



Experience the tasteless wonder that is Larry with an exclusive collection of six hilarious mis-adventures. Includes the original *Land of The Lounge Lizards* (plus the histrionic 1991 remake), through the *Passionate Patti* episodes, to *Larry 6: Shape Up or Slip Out*.

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